

PRIMA'S OFFICIAL STRATEGY GUIDE



Buffy

the vampire slayer

TM

CHAOS BLEEDS

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FOR ALL
12 LEVELS!



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David S. J. Hodgson

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INTRODUCTION & TRAINING

Buffy Summers discovers that an enemy from the past, Ethan Rayne, is at the center of a great struggle with The First, literally the first incarnation of evil the world has ever known. She and the gang must face an undead army of vampires, zombies, and demons to keep these villains from casting the world into permanent darkness.

HOW TO USE THIS GUIDE

In this guide, you'll find comprehensive coverage on every facet of *Buffy the Vampire Slayer™: Chaos Bleeds*. You'll find moves lists and a complete walkthrough for the entire adventure. Below is a synopsis of what to expect inside this guide.



NOTE

Caution! This guide contains **gameplay-sensitive information, and shocking revelations of plot twists abound. Use self-control when viewing these pages, as every single item, puzzle, and secret is shown in detail. If you don't want to know what horrors lurk inside Sunnydale Mall, avoid those pages. You have been warned.**



INTRODUCTION AND TRAINING

This area of the guide allows you to learn why Buffy and her cohorts are in their current predicament, as well as introducing you to the various aspects of the single-player missions. Combat tips and strategies for surviving and thriving during your slaying are shown in detail.

ITEMS, WEAPONS, AND INVENTORY

This section covers every item in the game, ranging from Medi-Paks to the holiest of arcane weapons. Tactics for using melee-based weapons (such as Baseball Bats and water pistol Soakers filled with Holy Water) are shown, as well as single-use items from Keys to Cooking Oil.

CHARACTERS AND BESTIARY

Separated into three sections, this chapter deals with the playable characters, including a complete moves list for each one. The supporting characters are also shown, along with a background story. Next come the most dangerous of the foes you'll face, before the undead majority are shown.

WALKTHROUGH

The walkthrough covers all 12 of the missions Buffy and her friends must undertake. Aside from revealing the location of every game item, this also lists the monsters you'll encounter, the secrets of each zone, and what extras you'll receive.

MULTIPLAYER AND EXTRAS

These last two chapters give general strategy for the game's multiplayer portion, as well as revealing how to unlock all the game's characters, arenas, and extras. As a final bonus, we reveal the method the game uses to award you these prizes, so you can unlock them every time!

BUSTING AND DUSTING: GENERAL COMBAT ADVICE

The task at hand is straightforward—complete each mission with minimal continuing (dying and restarting from your last continue spot), with maximum foe disposal (destroying as many enemies as you can), and with all secrets uncovered. Achieve this goal, and you unlock all game secrets and become an adept Slayer. This section shows you how. To start a game, enter the Main Menu, select New Game (or Load Game if you already started a game), and begin.



FUNCTION FAMILIARITY GETTING TO KNOW YOUR JOYPAD

This game is available for the Sony PlayStation 2, the Nintendo GameCube, and the Microsoft Xbox. All versions of the game play identically, and so any mention of "Punch," "Quick Stake," or "shoulder" buttons (for example) in this guide should be referenced to the joypad labeling. Below are the three controllers with all button functions listed. Remember these techniques, and read the game's instruction manual.



PS2 Controller

- 1 Inventory scroll
- 2 Inventory select
- 3 Inventory deselect
- 4 Inventory scroll
- 5 Moves character
- 6 Moves camera (Press recenters)
- 7 No use
- 8 Pause
- 9 Kick (Throw, with Square)
- 10 Punch (close) Fire (range), (Throw, with X)
- 11 Use or Action button, Stake stab (Throw stake at range, with R2)
- 12 Jump (Hop or Evade, with R2)
- 13 Quick Stake, Stake stab
- 14 Defend or block
- 15 Target (at range, with ranged weapon)
- 16 Strafe mode, or hip shot (Throw stake at range, with Triangle) (Hop or Evade, with Circle)



Xbox Controller

- 1 Inventory scroll
- 2 Inventory select
- 3 Inventory deselect
- 4 Inventory scroll
- 5 Moves character
- 6 Moves camera (Press recenters)
- 7 No use
- 8 Pause
- 9 Punch (close) Fire (range), (Throw, with A)
- 10 Use or Action button, Stake stab (Throw stake at range, with L-trigger)
- 11 Jump (Hop or Evade, with L-trigger)
- 12 Kick (Throw, with X)
- 13 Defend or block
- 14 Quick Stake, Stake stab
- 15 Strafe mode, or hip shot (Throw stake at range, with Y) (Hop or Evade, with B)
- 16 Target (at range, with ranged weapon)



Gamecube Controller

- 1 Inventory scroll
- 2 Inventory select
- 3 Inventory deselect
- 4 Inventory scroll
- 5 Moves character
- 6 Moves camera
- 7 Pause
- 8 Kick (Throw, with A)
- 9 Punch (close) Fire (range), (Throw, with B)
- 10 Use or Action button, Stake stab (Throw stake at range, with L-button)
- 11 Jump (Hop or Evade, with L-button)
- 12 Quick Stake, Stake stab
- 13 Strafe mode, or hip shot (Throw stake at range, with Y) (Hop or Evade, with X)
- 14 Target (at range, with ranged weapon). Hold to defend or block

ATTACKING THE ENEMY



You spend most of your time fending off vicious bloodsuckers, so you'll need to learn Slaying. Entities come in three main types—those that must be beaten down to zero health, those that must be "Staked" to be defeated, and those that require

specific takedown tactics. The latter creatures are few and far between, and the walkthrough details how to defeat them. So for now, let's focus on the first two creature types.

You don't need a stake to destroy Zombie skeletons, and other of the first type of creatures. Look to the "Bestiary" section for more information. With these creatures, launch into a series of attacks until your foe's health bar is depleted. The enemy dissipates, leaving a ball of purple or blue light (which is added to either your health or energy). Simply attack your foe until it is dispatched.





The second type of creature is a more difficult to dispatch. Vampires, demons, and other critters of vampiric origin must be slain using a Stake. This is also known as "dusting" because it turns the foe to a skeletal husk that dissolves into nothing,

leaving a purple or blue orb. Punching or attacking these creatures brings their health down, but the only way to defeat them is with a Stake.

A Stake is a sharpened piece of wood. Find Stakes in every room or area you visit. You can carry up to five Stakes at a time, and your first order of business is to stock up on at least one Stake. Without Stakes, vampires and demons are invincible! With a Stake in hand, try one of the following 10 methods of foe disposal.



TOP 10 METHODS OF VAMPIRE VANQUISHING

METHOD #1: Energy loss. If you beat down a vampire to an inch of his or her life, then press the Use or Quick Stake button, you stab him if you're close enough. Do this only when your foe is on his last legs, as you'll simply damage him (and your Stake) if you try this before he's lost most of his health.



METHOD #2: Floor them. It's easy to damage a vampire-based foe; the bloodsucker doesn't need to be whittled down to its last energy points to be dusted. Instead, come in with a three-hit attack that "juggles" a foe. "Juggling" refers to knocking him into the air.



Once you knock them into the air, they fall to the ground, and lie prone for a couple of seconds. During this time, take your Stake and press Use to plunge it into them. This dusts them, even if their health isn't low, and is a quick method for tackling vampires.



TIP Try hitting vampires with a three-hit combo that juggles, then follow the falling vampire, dusting it as it lands. You can destroy a vampire in seconds!

METHOD #3: Throw them. If you can grab an opponent, do so. You shove him back onto the ground, after which you can run over and Stake him. With this plan, you can dispatch a healthy vampire without resorting to combat! Overusing this technique results in enemies blocking your throw attempts.



METHOD #4: Stake throwing. If you're farther than 10 feet away from the vampire, press and hold the Target button. If the vampire is low on health, it will dust the vampire.

METHOD #5: Off a ledge. In a couple of areas in your adventure, you stand atop a cliff overlooking a drop, usually into water. If you can "juggle" a vampire with a quick three-hit combo, he pivots through the air and falls into the water, dying. This isn't that safe—you can follow the vampires over if you're not careful!



METHOD #6: Into the fire. Vampires and many other entities hate the fire, so position yourself between a spot of flaming wood and maneuver so the vampire attacks between you and the flames. Then push the beast back into the fire. It disintegrates without the need for a Stake.



METHOD #7: Spell casting. Willow has a number of spells in her book, and she's constantly learning new ones. The walkthrough gives specific suggestions for which spell she should use, but as a general rule, employ two Fireball spells (kick, kick) at each vampire. If both hit, they fry the bloodsucker without the need for a Stake. To save energy, Fireball a vampire, then plunge a Stake into it while it's reeling back. This plan defeats most vampires, but not all.



METHOD #8: Melee weapons. The "Items, Weapons, and Inventory" section details the many types of hand weapons



that can be picked up during the adventure, and most of these provide a quicker way to dispatch enemies with a few well-placed swings and stabs. The hilt or pommel of some weapons also can be thrust into a vampire to dispatch him, just like a Stake, but this is

more difficult to achieve. Make sure your victim is out of health before you try this Use button attack, or Quick Stake if you aren't connecting.

METHOD #9: Ranged weapons. Armaments such as the Crossbow or Soaker enable you to pincushion your enemy with Bolts (usually around six), and a final Bolt acts as a Stake, or in the case of Soakers, sprays your target with damaging fire. The only problem with this attack is the limited ammunition. You may wish to expend a little weapon ammo, then finish with regular Stakes.



METHOD #10: Bottling your anger. Hell-Fire and Holy Water are both in bottled supply in every mission, so use them. The best time is when a group of vampires appear, but aren't charging you yet. Try Holy Water first, as this doesn't affect non-vampires. Hell-Fire is more effective, and both can douse multiple foes in fire. Finish with another throw or conventional Stakes.



TIP The "Quick Stake" button is the most proficient way to remove any item you're holding and produce a Stake. You don't need to rummage in your inventory; instead you instantly produce a Stake. Use this method continuously, and remember—you can stab with the Quick Stake, too!

COMBAT STANCES

Positioning yourself correctly in the combat zone is important for your progress, especially when you're tackling up to four enemies at once. Some attacks expend an additional strength boost, indicated by a blue flash on the third hit; drawing energy from your bar, but damaging the enemy more severely than normal attacks. This section deals with weapons, and how best to employ them.

WEAPONS-BASED COMBAT:

Throughout the game, you find a host of objects with which to cleave out chunks of vampire. Some break after extended use, others are slow to yield, but all are dealt with in the next chapter. Axes and swords are



excellent, while longer implements such as shovels have a good attack if you're moving or want to clear a group of enemies with wild swings. Pocket weapons if you aren't using them, as enemies can pick up weapons and inflict their damage on you!

UNARMED COMBAT: Most of the time, your combat consists of pummeling with your fists and feet. Below are general types of moves (a moves list for every character appears in the "Characters and Bestiary" section). To defeat enemies without a problem, vary the height of your attacks by hitting with low kicks and high punches, then varying the combo trios you attempt.



STANDING ATTACKS: Standing toe-to-toe with an enemy and slugging or kicking away usually results in a standing attack. Use it just after blocking, and sometimes with a control stick maneuver for the final of the three attacks to vary height. These attacks are good for when you're surrounded, require a strong trio of moves to knock an opponent into the air, or are facing an enemy that needs to be taught a lesson.



RUNNING ATTACKS: Like the name suggests, you need to be charging at your enemy for these maneuvers to inflict their damage. A running attack pushes a foe back and off-balance; "hit and run" tactics always use these moves. They are

easier to block and strike at a slower rate, but they keep you out of the way of retaliation attacks.

CLOSE TO ENEMY ATTACKS:

These are attempted while moving into an enemy and within punching distance. Normally these are trios of quick hits that are highly damaging. Their speed makes them difficult for your opponents to block, although you are susceptible to being thrown. They make a great alternative to running in and out with attacks.



JUMPING ATTACKS: A running jump and kick or punch (or downswing with a weapon if allowed) is a great way to start combat. It usually results in your victim being stunned or juggled into the air. After this, you can attack with a minimum of fuss. Start at least 50 percent of your combat fracasas with a leaping attack.



Buffy

the vampire slayer

CHAOS BLEEDS

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GROUND POUNDING:

Essential to stop a vampire if you're using a Stake. Striking enemies on the ground with fists or feet is a good way to stop them from standing up, and they cannot retaliate unless they are crawling zombies or smaller entities such as Bakemono or spiders.



ATTACKS FROM BEHIND: It is difficult to attack an enemy from the sides or behind, as each one charges in to attack you. However, when you encounter three or four enemies, or they are slow moving, such as zombie skeletons, you may find

yourself step behind an opponent. Unleash an attack when this happens. If you are being attacked from behind, your character usually has a counter move, although this only hits once. Knock the enemy back with this, then turn and finish the job.



DODGING: Side-stepping or running around an opponent during their offensive posturing means you can strike them back—usually from the side, and almost always without them retaliating. You can evade attacks quickly (see controller

diagram for evade button assignments).

COUNTERATTACKS: Just like dodging. In the combat zone, when an enemy has failed to hit you, strike back. Enemies are notoriously unable to retaliate to counterattacks.



MISSION COMPLETION GOALS



SECRETS: There's more to completing your adventure than pummeling deviants. A large part of unlocking the game's extras comes after you locate the secrets each Mission conceals. Each Mission contains between two and five secrets (usually three). When

you discover a hidden area, your character lets you know, as does a total on the Pause screen. Consult the walkthrough for all secret locations.



CONTINUE POINTS: Usually after two or three large chambers have been negotiated and you are about to step into another series of fights, the game saves your progress at a Continue Point. An onscreen message prompt appears stating, "Continue Point activated." Should you be defeated, you appear at this last point. You cannot switch off your game and restart at this point. To receive a high ranking (and thus unlock more extras), you are advised to continue as few times as possible.



TOP RANKING: The "Extras" section details how you are ranked, but generally, you are awarded a series of ratings after completing each level. A number of totals are revealed, and the game takes all these into account. It awards you a series of

unlockables based on how well you performed. The specific rewards are shown throughout the walkthrough.

OTHER COMBAT TACTICS

DEFENDING: In the heat of combat, enemies attack you from all sides, or block all of your techniques. The Block button enables you to stop attackers from harming you, and once they finish, you can retaliate while they are prone for a split second at the end of their technique. Try fighting with your back near a wall to stop attacks from behind—blocking fends off only frontal assaults.



INVENTORY NOTE: Selecting items from your inventory may be confusing, so keep the following in mind: Pressing ← and → scrolls through your items, and ↑ selects them. You only need to select items such as weapons. Keys and unique single-use items are used

automatically, and Stakes can be acquired with the Quick Stake button. Inventory is mainly used for checking Slayer Handbooks and Spell Books (where applicable), and taking weapons you've already picked up and stored.

FRIEND AND ENEMY HEALTH:

Check the screen for available health bars. Those on the upper left are yours and any character on the side of good. This includes fellow characters and citizens you should protect. The right side displays enemy health bars.



SAVING CITIZENS: On more than one occasion, you're running through a mission only to see a hapless victim about to be devoured by demons. For some missions, civilians are required to be rescued. You can defend them if you wish, or let them succumb to enemy strikes. Rescued citizens give you health or a Holy Water or Hell-Fire bottle.



USING THE CAMERA TO MOVE:

To control the action while moving and ensure that the camera stays behind your character, use the camera analog stick to "steer" the character, using the movement analog stick to head in a straight line. This way you can tap ← and → on the right stick to keep your peripheral vision to its widest extent.



CUTSCENE CUNNING: If a cutscene begins, you can skip it. Usually this doesn't affect the game, but in certain instances, you avoid combat. For example, when Xander uses a Lighter in Blood Factory to light a gas pipe, skip the scene and

vampires on the other side of the hole are destroyed. The same goes for Faith when she lays Dynamite against the second support strut in The Quarry. You are encouraged to watch the cutscenes first, and skip them the next time through.



THE USE BUTTON: This Use or Action button is an all-purpose press for when you are stuck, searching for unlocked doors or secrets, or want to pick up items. In combat, it stabs a Stake into your foe. You must be unarmed when searching for

areas to place items on or for doors to open; so stow all weapons in your inventory before searching an area.

FINDING ALL THE ENEMIES:

Always try to find every enemy in a level; you are awarded a higher ranking for doing so. This means waiting until each area is enemy-free before continuing. In zones where you can explore (such as the high school), wander around every area before coming back to the critical path.



UNLOCKING EXTRAS: This game offers three types of "extras" depending on your ranking at the end of each mission: multiplayer characters to unlock, multi-player arenas to release, and cast interviews and voice-over films. Obtain the highest rating to unlock them all (the "Multiplayer Tactics" and "Extras" sections have these details).



PREFERABLE ROUTES:

Although most missions rely on moving through specific areas to continue, you can plan your own route in a few levels (such as Downtown Sunnydale). When this occurs, check the walkthrough to locate weapons that you want to try, and obtain them before going back to other areas and adventuring.



SCENIC DISTURBANCE: Most scenery made from wood collapses into Stakes. Some park benches, doorways blocked by wood, and chairs, not to mention crates and boxes, can be stomped on to reveal items or Stakes. Check everything—and break stuff!



BUFFY'S BUSTING AND DUSTING IS ABOUT TO BEGIN!



Now that you've digested this "Training" section, familiarize yourself with the equipment and monsters you'll encounter. When the walkthrough begins, a map shows all pertinent, mission-critical items and areas, as well as the type of

entities, items, and friends you should expect to find. Happy hunting!





ITEMS, WEAPONS, AND INVENTORY

This chapter describes the use and location of every item in the game. Some information reveals certain plot information, so use this section wisely. Items and Weapons are arranged in alphabetical order. This chapter is severed into two sections. The first reveals facts on the single-use, non-combative objects; while the second informs you of all the weaponry and healing items in this slay-fest.

MISSION~ CRITICAL ITEMS

Most items are single-use, and used at a particular juncture to circumvent or solve obstacles. Single-use items are usually picked up near where they are to be employed, while mission-critical items are unique, and often are imperative to your quest's completion.

AFRICAN SHIELD {SHIELD OF REI}

MISSION FOUND: #11
PURPOSE: Inside African exhibit, behind force-field. Repels magical teleportation attacks.

BANK VAULT CODE

MISSION FOUND: #5
PURPOSE: Found in darkened bank room and used to unlock bank vault and free Faith.

BIBEAU'S COMPENDIUM

MISSION FOUND: #4
PURPOSE: On library balcony; used by Giles to reference gargoyle weakness and gorgon venom creation.

BLOCK OF SULFUR

MISSION FOUND: #12
PURPOSE: Found in alchemist's chamber, and ground down to dust at mill.

CANDLESTICK

MISSION FOUND: #12
PURPOSE: Two Candlestick

sconces, found on altar in chapel, and inside small tower room, affixed to mounting to reveal secret chamber leading to Hope's Dagger.

CASH

MISSION FOUND: #10
PURPOSE: Found in ATM and bank safe. Given to vampire informant for Computer Store Key.

CASSANDRA'S ARM {LEFT}

MISSION FOUND: #7
PURPOSE: On gymnasium floor. Used in the resurrection of Cassandra Rayne.

CASSANDRA'S ARM {RIGHT}

MISSION FOUND: #10
PURPOSE: Found on balcony near Vampire Tara. Used in the resurrection of Cassandra Rayne.

CASSANDRA'S EYEBALLS

MISSION FOUND: #6
PURPOSE: Found in hospital mortuary, used in the resurrection of Cassandra Rayne.

CASSANDRA'S LEG {LEFT}

MISSION FOUND: #8
PURPOSE: Found in cavern near Kakistos' body. Used in resurrection of Cassandra Rayne.

CASSANDRA'S LEG {RIGHT}

MISSION FOUND: #9
PURPOSE: Found in large cargo bay near Adam's body. Used in the resurrection of Cassandra Rayne.

CASSANDRA'S TORSO

MISSION FOUND: #11
PURPOSE: Found in aquarium near Ripper's body. Torso includes pelvis and eyeless head. Used in the resurrection of Cassandra Rayne.

CHARCOAL DUST

MISSION FOUND: #12
PURPOSE: Found in corner of forge. Mixed with ground Sulfur to create Gunpowder.

COMPUTER DISK

MISSION FOUND: #7
PURPOSE: On desk in Science Lab; used to access information on PC in Computer Room.

COOKING OIL

MISSION FOUND: #10
PURPOSE: Found on Hot Dog stand in lower mall. Used to lubricate elevator winch.

CREDIT CARD

MISSION FOUND: #10
PURPOSE: Dropped by vampire inside bookstore. Allows Cash to be withdrawn from ATM.

CRYPTIC MESSAGE

MISSION FOUND: #7
PURPOSE: On principal's desk. Provides clue to later puzzle in math room.

DICTAPHONE {TYPE I}

MISSION FOUND: #7
PURPOSE: Found in Snyder's office. Used to record demon word in language lab, and played at Hall Monitor speaker.

DICTAPHONE {TYPE II}

MISSION FOUND: #10
PURPOSE: Found in security room. Used to gain access to bank vault.

DYNAMITE

MISSION FOUND: #8
PURPOSE: Inside a box in a side room; placed at weak rock face to create flooded tunnel. Explosives Room: used a second time to break foundation support.

EMBLEM

MISSION FOUND: #8
PURPOSE: Inside rock dust after crushing; placed on door with seal to open it.

FLASHLIGHT {TYPE I}

MISSION FOUND: #5
PURPOSE: Found in vault control room. Used to enter darkened bank room to locate vault code.

FLASHLIGHT {TYPE II}

MISSION FOUND: #7
PURPOSE: On the principal's desk. Combined with Ultraviolet Filter to unlock evil word on whiteboard in math room.

FUSE {TYPE I}

MISSION FOUND: #2

PURPOSE: Found on fuse box by bridge. Used on previous box to power generators.

FUSE {TYPE II}

MISSION FOUND: #5

PURPOSE: Found in cinema projection room. Slotted into warehouse garage opener to free Xander.

GARGOYLE CLAW

MISSION FOUND: #4

PURPOSE: Inside chest in basement; used to test differently colored venoms and unlock the Gorgon Stake.

GAS CANISTER

MISSION FOUND: #6

PURPOSE: Found in patient's room, lit on fire, and used to blast through oxygen cylinder and escape.

GLASS JAR

MISSION FOUND: #12

PURPOSE: Three are found in armory. Filled at water fountain in chapel with Holy Water.

GUNPOWDER

MISSION FOUND: #12

PURPOSE: Automatically mixed at mill when ground Sulfur and Charcoal Dust is combined.

INVISIBILITY ORB

MISSION FOUND: #11

PURPOSE: Glowing orb of magic appearing from statue. Used to bypass force-field.

KEY, {A52} BROKEN

MISSION FOUND: #10

PURPOSE: Found on corpse in elevator. Duplicated in key store.

KEY, {A52} DOOR

MISSION FOUND: #10

PURPOSE: Found on wall of keys inside key store. Opens front doors to bank.

KEY {CELL DOOR}

MISSION FOUND: #1

PURPOSE: Located on fallen vampire. Used to unlock cell door to free Tara and Anya.

KEY {CHURCH}

MISSION FOUND: #2

PURPOSE: Located in crypt in graveyard. Used to access the church's front doors.

KEY {COMPUTER STORE}

MISSION FOUND: #10

PURPOSE: Given by vampire informant. Opens component room inside PC storage room.

KEY {CURIO CABINET}

MISSION FOUND: #1

PURPOSE: Key found on holder, to open curio cabinet to unlock Kraus's Compendium of Magical Combat.

KEY {IGNITION}

MISSION FOUND: #2

PURPOSE: Found in crypt near digger. Used to start the machinery to smash a wall.

KEY {LIBRARY}

MISSION FOUND: #7

PURPOSE: Inside safe in Snyder's room. Used to access the cage in the library.

KEY MOLD

MISSION FOUND: #12

PURPOSE: Inside secret chamber in armory. Forms Skeleton Key when hot iron is poured into it.

KEY, REPTILE HOUSE

MISSION FOUND: #11

PURPOSE: Found on balcony in monkey enclosure. Allows access to reptile house.

KEY, SHUTTER

MISSION FOUND: #10

PURPOSE: Found on desk in PC store.

KEY, SKELETON

MISSION FOUND: #12

PURPOSE: Created at forge using Key Mold. Used to open locked corridor door.

KEY {STOREROOM STAIRWELL}

MISSION FOUND: #3

PURPOSE: Given by a rescued prisoner, this opens a subsequent door to a room with a stairwell.

KEYCARD {TYPE I}

MISSION FOUND: #3

PURPOSE: Dropped by vampire; unlocks security door to access pumping room.

KEYCARD {TYPE II}

MISSION FOUND: #3

PURPOSE: Inside locker; unlocks security door to end courtyard.

KEYCARD {TYPE II: CINEMA OFFICE}

MISSION FOUND: #5

PURPOSE: Dropped by Willow out of window. Used to unlock manager's office and free Willow.

KEYCARD {TYPE III: ELEVATOR}

MISSION FOUND: #6

PURPOSE: Dropped by vampire, and used to access the first elevator.

KRAUS'S COMPENDIUM OF MAGICAL COMBAT

MISSION FOUND: #1

PURPOSE: Parchment tome found inside curio cabinet. Allows Willow to learn Sun-Spell.

LIGHTER {TYPE I}

MISSION FOUND: #3

PURPOSE: Found on dead body; used to explode leaking gas pipe.

LIGHTER {TYPE II}

MISSION FOUND: #8

PURPOSE: Found in upper study; used to light fire in lower study and reveal a secret switch.

MODEM

MISSION FOUND: #10

PURPOSE: High-speed modem found inside PC storage room. Used at security room to activate and unlock security doors.

RELIC {TYPE I}

MISSION FOUND: #1

PURPOSE: Located in basement bookshelf. Placed in gargoyle mouth to release secret door.

RELIC {TYPE II}

MISSION FOUND: #11

PURPOSE: Three African Relics, found on hay bales in storage room, by electrical fence in monkey enclosure, and clutched by zombie gorilla at Jungle Cafe. Used to create invisibility spell when placed in statue base.

RETRIEVAL SPELL

MISSION FOUND: #5

PURPOSE: Carried by Buffy at the beginning of the mission; sprinkled on colleagues to send them to safety.

SEVERED HAND

MISSION FOUND: #6

PURPOSE: Located in small office behind projector screen. Used on palm scan security door.

SEVERED HEAD

MISSION FOUND: #9

PURPOSE: Located in far right cell. Used on retinal scan security door.

SPARKPLUG

MISSION FOUND: #5

PURPOSE: Found in sewers; fitted into water pump to drain cellar room of gunk.

SUNDIAL HAND

MISSION FOUND: #12

PURPOSE: Found at bottom of well. Placed on sundial to unlock door to secret area.



SUNDIAL PIECE {X3}

MISSION FOUND: #2
PURPOSE: Three pieces, found throughout the graveyard. Used in church courtyard to open crypt.

TOP HAT

MISSION FOUND: #7
PURPOSE: On table in costume room. Used to pull and place rabbits on pentagrams.

TORCH, {TYPE I, UNLIT}

MISSION FOUND: #2
PURPOSE: Found in final crypt. Lit, and used to raise final barred gate.

TORCH {TYPE II, LIT}

MISSION FOUND: #8
PURPOSE: On wall near furnace. Used to light furnace.

TORCH {TYPE III, LIT}

MISSION FOUND: #12
PURPOSE: Held by suit of armor. Activates secret wall (which locks exit door) in armory.

TURNSTILE TICKET

MISSION FOUND: #5
PURPOSE: Found in office near Willow. Used to enter second foyer of cinema.

ULTRAVIOLET FILTER

MISSION FOUND: #7
PURPOSE: In physics lab on desk. Fixed to Flashlight (Type II) to read demon word on math room whiteboard.

VALVE HANDLE

MISSION FOUND: #2
PURPOSE: Found in sewers, used to shut off steam in pipes.

WRENCH

MISSION FOUND: #8
PURPOSE: Found in bedroom, used to loosen chandelier bolt.

YELLOW LIQUID

MISSION FOUND: #7
PURPOSE: On desk in science lab; mixed with green liquid in courtyard fountain to produce Murgoth poison.

HEALTH AND WEAPONS

The rest of this chapter focuses on weaponry that can be used to thwart the game's dark denizens. We show the variety of offensive ordnance and melee equipment, as well as preferred methods for attacking foes with each piece.

ALIEN GUN

MISSION FOUND: #7
PURPOSE: Found in the science lab, this Alien Gun is initially empty, and must be filled with alien liquid mixed in the courtyard fountain. When filled up (between 1–100 percent of capacity), the gun can shrivel Murgoth plants. Use either shoulder button, along with the Punch button, to aim and blast this weapon. It does not affect vampires or zombies; only plant tendrils.

AMMO CLIP {AND MACHINE GUN}

MISSION FOUND: #9
PURPOSE: Found in a chamber with disabled sentry guns, this is slotted into a belt-feed on a machine gun, on the back of a humvee. It allows you to fire the machine gun, and comes with infinite ammunition. Use it to blast a gas tank and create

an escape hole in the wall, or to defeat zombies and vampires. It's great but unwieldy, so use regular combat methods if you miss an incoming enemy.

AXE

MISSION FOUND: #12
PURPOSE: Located at the base of a well, this melee weapon works like the Sword. Punch attacks turn to deadly hacking strikes. You can use the shaft to Stake a vampire to death, but intelligent blood-suckers block this attack, leading you to use the Quick Stake. We recommend this fast-moving, swiping weapon. It cannot be broken, making it invaluable.

BASEBALL BAT

MISSION(S) FOUND: #1, 5, 7, 10
PURPOSE: Located in various areas, this weapon inflicts the same type of damage as the Axe. Punch attacks turn into deadly battering strikes. Press Use button to Stake vampires with the bat. If a bloodsucker blocks this attack, use the Quick Stake. We recommend this fast-moving, swiping weapon. However, it breaks apart after around 25–30 strikes, so keep it away from non-combative objects. This turns into a Spike when it breaks.

BATTLEAXE

MISSION(S) FOUND: #1, 2, 4, 12
PURPOSE: Located in various areas, this weapon inflicts the same type of damage as the Axe. Punch attacks turn into swift and deadly battering strikes. Use the shaft to Stake a vampire to death. More intelligent bloodsuckers block this attack, so use the Quick Stake. We recommend this fast-moving, swiping

weapon. However, it breaks apart after around 25–30 strikes, so keep it away from non-combative objects. This turns into a Spike when it breaks.

CROSSBOW

MISSION(S) FOUND: #1, 3, 4, 6, 12
PURPOSE: The Crossbow is an excellent, fast-shooting weapon that pin-cushions an enemy with bolts until he expires. They are a great substitute for melee weapons and Stakes. You can move and fire the Crossbow by pressing and holding the Strafe button. Use either the Strafe (third-person) or Target (first-person) button to aim, and the Punch button to fire. Readjust your aim after each shot. The Crossbow has low ammunition. There're only 20 shots, so use them wisely, or return to Ammo spots. Crossbows can be used to hit objects you can't reach, to advance through missions.

CROSSBOW BOLTS

MISSION(S) FOUND: #3, 6, 12
PURPOSE: Crossbow Bolts come in a quiver that never depletes, always enabling you to rearm. When you run out of ammo, you must return to the Crossbow Bolts ammo point to reload.

EMP GRENADE

MISSION FOUND: #9
PURPOSE: EMP Grenades must be equipped, and thrown using the Use button before they take effect. They land, creating a pulse of electromagnetic energy, which temporarily deactivates unshielded electrical devices. These are limited to sentry guns and cyborgs. They stop cyborgs for 10 seconds, after which you must

throw another EMP Grenade. You carry five at a time, and can reload them by picking them up individually, or in a never-ending crate. You must throw an EMP Grenade and have it land and pulse an area containing a cyborg for the monster to be affected, otherwise nothing happens.

EMP GRENADE CRATE

MISSION FOUND: #9

PURPOSE: EMP Grenades come in a crate that never depletes, enabling you to rearm as many times as you wish, with five EMP Grenades in your inventory. When you run out of ammo, return to the EMP Grenade Crate to reload.

FUMIGATION BOMBS

MISSION FOUND: #7

PURPOSE: Fumigation Bombs are found in one specific crate in the school's basement generator room, and are used to flush a Bakemono from its burrow. The bombs release a noxious gas that all other enemies shrug off, but in this part of the level, they are vital to make a Bakemono emerge from its hole. After that, use regular punches, kicks, or melee attacks to get rid of the menace.

HAMMER

MISSION FOUND: #6

PURPOSE: Only by Sid the Dummy uses the Hammer during his hospital larking. It's only used on zombies and boarded up doors. Sid can smash apart wood so he can access previously sealed doors, and can also swing his Hammer with either punch or kick. The punch attack is effective, and can strike multiple zombies at once. Use this Hammer the moment it is found.

HELL-FIRE

MISSION(S) FOUND:

All missions

PURPOSE: Hell-Fire is an apt description of this bottle of volatile liquid. Pick up a bottle, and throw it at an enemy vampire (or other entity), and burn it to death or almost zero health. Then run in and Stake it for a quick takedown. Be proficient at aiming, or you'll miss your target and the Hell-Fire explodes harmlessly. If you throw it too close to yourself, or a burning target brushes near you, you'll catch on fire. Hell-Fire can effect every enemy, but is dangerous to the novice thrower.

HELL-FIRE AMMO

MISSION(S) FOUND: #5, 9

PURPOSE: A container with Hell-Fire inside. When combined with the Hell-Fire Soaker, this refills the weapon to 100 percent. Wait until your Soaker is at zero percent or you'll waste the Ammo when reloading. To reload the Soaker, re-equip it. These are vital to stretching the use of your gun.

HELL-FIRE SOAKER

MISSION(S) FOUND: #5, 9

PURPOSE: This weapon is a useful piece of vampire-culling equipment. It's aimed using the Strafe (third-person) or Target (first-person) buttons, with the Punch button used to fire. This squirts out a blast of Hell-Fire that's more focused than the bottle of the same name. Adjust your aim with the control pad to avoid wasting fuel.

It takes 10 percent of the ammo to take down a vampire. Soak for around a second, stop to watch how much damage your victim takes, then finish him with a quick squirt.

Constant streams waste the refill supply. This volatile liquid burns you if you're struck by a burning attacker, but the flames also can hit multiple foes. Use this at any time except in tight, close-quarter spots.

HOLY WATER

MISSION(S) FOUND:

All missions

PURPOSE: Vampires can't stand this bottle of blessed water. Employ this weapon only against vampires. When thrown, this douses the victim in water, burning vampires into dust. Stakes aren't needed unless you dissolve a bloodsucker with water down to his last drops of health, then finish him with a Stake. Be proficient at aiming, or you'll miss your target and the Holy Water explodes harmlessly.

HOLY WATER AMMO

MISSION(S) FOUND: #3, 6, 11

PURPOSE: A container with Holy Water sloshing around inside. When combined with the Water Soaker, this completely refills the weapon. Wait until your Soaker is at zero percent or you'll waste the Ammo when reloading. To reload the Soaker, unequip and re-equip again. These are vital to stretching the use of your gun.

HOLY WATER SOAKER

MISSION(S) FOUND: #3, 6, 11

PURPOSE: An effective vampire-slaying pistol, which is aimed using the left (third-person) or right (first-person) shoulder buttons, with the Punch button used to fire. This squirts out a blast of Holy Water that's more focused than the thrown bottle.

Adjust your aim using the Strafe (third-person) or Target (first-person) buttons, or with the control pad.

It takes 10 percent of the Holy Water Soaker's ammo to take down a vampire. Soak for around a second, stop to watch how much damage your victim takes, then finish him with a quick squirt. Constant streams waste the refill supply. Holy Water doesn't affect some enemies, like the Materani, so only attack vampires or the undead.

HOPE'S DAGGER

MISSION FOUND: #12

PURPOSE: Located in a secret room inside The First's fortress, Hope's Dagger is a two-handed sword that emits a glow from the ancient blade. Punch attacks turn to deadly hacking strikes. The shaft doesn't need to be used to strike down vampires, as this weapon's power is so great that it slays vampires with punch or kick-based strikes. Some vampires can block this, so vary your attack pattern. This is the ultimate weapon—unsheathe it when you find it.

MEDI-PAK

MISSION(S) FOUND:

All missions

PURPOSE: The Medi-Pak fills up around 75 percent of your health bar when it is selected in your inventory and used by pressing the "up" inventory select button. Enemy victims also give up their life force in the form of a purple or blue orb, so check your health and consider whether purple health orbs may be available from future combat.



Heal after you clear an area (and have received all the health you can from monsters you defeated), or if you are at 20 percent health or less. Save one or two Medi-Paks for the end of a mission, when you fight the stage's boss.

PITCHFORK

MISSION(S) FOUND: #5, 12

PURPOSE: The Pitchfork, Pool Cue, and Shovel are the same weapon with a different look. They turn to Spikes when their "health" reaches zero. Although more unwieldy than the Axe or Sword, they can be used like a Stake to finish off a vampire. Move at your foe and press Punch for a wide-ranging sweeping attack. Connecting with all three wafts puts an enemy on his back, enabling a death strike. If you don't run at the enemy and press Punch, try a spinning attack that only knocks back surrounding foes and does little damage. A kick attack brings the weapon horizontally and strikes forward. It's slow, but useful.

POOL CUE

MISSION(S) FOUND: #5, 7

PURPOSE: The Pitchfork, Pool Cue, and Shovel are the same weapon with a different look. They turn to Spikes when their "health" reaches zero. Although more unwieldy than the Axe or Sword, they can be used like a Stake to finish off a vampire. Move at your foe and press Punch for a wide-ranging

sweeping attack left and right. Connecting with all three wafts puts an enemy on his back, enabling a death strike. However, if you don't run at the enemy and press Punch, you try a spinning attack that only knocks back surrounding foes and does little damage. A kick attack brings the weapon horizontally and strikes forward. It lacks power, but it's useful.

SHOVEL

MISSION(S) FOUND:

#2, 3, 4, 6, 7, 8, 11

PURPOSE: The Pitchfork, Pool Cue, and Shovel are the same weapon with a different look. They turn to Spikes when their "health" reaches zero. Although more unwieldy than the Axe or Sword, use them like a Stake to finish off a vampire. Move at your foe and press Punch for a wide-ranging sweeping attack. Connecting with all three wafts puts an enemy on his back, enabling a death strike. However, if you don't run at the enemy and press Punch, you try a spinning attack that only knocks back surrounding foes and does little damage. A kick attack brings the weapon horizontally and strikes forward. It's slow, but useful.

SPIKE

MISSION(S) FOUND:

#2, 3, 5, 6, 7, 12

PURPOSE: Spikes are the broken wooden staff part of a melee weapon such as a Battleaxe, Shovel, Pool Cue, Baseball Bat or Pitchfork. When the "health" of these weapons reaches zero, it shatters, leaving a Spike. Once the health of the Spike reaches zero, it turns into a Stake. A

Spike is a less-impressive melee weapon that works like a Baseball Bat, but with a shorter range. It isn't as effective as using combination punching and kicking. This weapon can be discarded.

STAKE, GORGON

MISSION(S) FOUND: #4

PURPOSE: The Gorgon Stake is a regular piece of sharpened wood coated in gorgon venom; a powerful toxin used to defeat gargoyles. Although you only get five of these, you can employ them when attacking vampires and Gargoyles.

STAKE

MISSION FOUND:

All missions

PURPOSE: Stakes are mostly used to deal a finishing blow to vampires, demons, devils, werewolves, etc. They aren't needed against zombies. Find these pieces of whittled wood lying around, after smashing wooden barricades, once you smash a certain type of chair or park bench, and inside crates. Find an infinite number of Stakes inside certain rare wooden open crates. Use the Quick Stake button to re-equip a Stake, and press Use to stab the stake into an enemy. Do this only when the enemy is almost out of health, and on the ground. Stakes have a limited lifespan and splinter to nothing, so keep five Stakes on hand. Stakes can also be thrown, or formed after using Spikes. See the High Stakes Combat Training section for further information. Always carry a Stake!

SWORD

MISSION(S) FOUND: #1, 12

PURPOSE: Located in various areas, this weapon inflicts the same type of damage as the Axe. Punch attacks turn into deadly battering strikes. Use the shaft to Stake a vampire to death. More intelligent blood-suckers block this attack, so use the Quick Stake. We recommend this fast-moving, swiping weapon. It also cannot be broken, making it ideal for all combat situations, except for vampires that block.

TORCH

MISSION(S) FOUND: #2, 12

PURPOSE: As well as being an item to light the way, the Torch can also be used as a weapon. With a Torch in your inventory, you can press Punch or Kick and execute a "frantic wave in front of you" style maneuver. Enemies contacted catch on fire, and although this is amusing, it is less effective than a combination of punches and kicks. It causes vampires to turn to dust, but it's too slow for professional slaying purposes.

TRANQUILIZER GUN

MISSION(S) FOUND: #11

PURPOSE: The Tranquilizer Gun, found in the man-made tunnel exhibit area in the lion's enclosure, is a Crossbow with never-ending firing capabilities. It's a fantastic weapon to plug advancing enemies with. It has one specific use, but it functions like a Crossbow.

CHARACTERS AND BESTIARY

FRIENDS: PLAYABLE CHARACTERS

In this section of the guide you find information on all the game's playable characters, including their background and their combat maneuvers. This section also provides a reference for learning every character attack in this adventure. The Slayer Journal and Magic Book (listed in this section) are accessible through the in-game inventory.



BUFFY SUMMERS

Buffy Summers was an ordinary Southern California girl at Los Angeles's Hemery High School until her life was turned upside down with the arrival of a mysterious man named Merrick. Merrick revealed to Buffy that she was the Slayer, the Chosen One, the one girl in the world gifted (and burdened) with the power to combat the forces of darkness. Merrick was a part of a mysterious cabal called

The Council of Watchers, a group of men and women who over the centuries have found those girls who have the potential to become the next Slayer, and taught and trained them. All too soon, Buffy was in the midst of a war with a powerful vampire and his followers. Merrick was murdered. To defeat the vampires, Buffy was forced to burn down Hemery High's gymnasium and was expelled.

Buffy and her mother moved to Sunnydale, a quaint seaside California town to escape Los Angeles. Buffy soon learned that the town was not what it appeared to be. For Sunnydale sits atop the Hellmouth, a place where the barrier between our world and the many hellish demon dimensions has worn thin. With the arrival of her new Watcher, Rupert Giles, Buffy knew that her life as the Slayer had just begun.

Now, five years later, Buffy has already been killed and resurrected, surpassing the average life span of past Slayers. But with each passing day, the odds grow that much greater, the shadows that much darker....

COMBAT TECHNIQUES

Both Buffy and Faith have more than 100 ways to tackle their foes. Start by attacking with three punches or kicks, then vary the punching and kicks to allow for attack variety—the key to defeating a blocking opponent. Follow the advice in the "Training" section about how far to stand when to execute techniques, and try all the moves below, memorizing those that work best for you. Each player may find different combat potential with disparate techniques, but jumping in with a leaping kick, then trying any of the running attacks works well in a general combat situation.



STANDING ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Punch	Left Kick, Low Right Kick, Sliding Right Punch
Kick, Punch, Kick	Left Kick, Left Jab, Short Right Kick
Kick, Punch, Punch	Left Kick, Left Jab, Big Right Cross
Kick, Kick, Kick	Left Kick, Low Right Kick, Big Right Kick
Punch, Punch, Kick	Left Jab, Left Jab, Short Right Kick
Punch, Kick, Punch	Left Jab, Low Right Kick, Sliding Right Punch
Punch, Kick, Kick	Left Jab, Low Right Kick, Big Right Kick
Punch, Punch, Punch	Left Jab, Left Jab, Big Right Cross
Punch, Punch, ↓ + Punch	Left Jab, Left Jab, Spinning Backhand
Kick, Kick, ↓ + Kick	Left Kick, Low Right Kick, Spinning Right Kick
↓ + Kick	Spinning Right Kick
↓ + Punch	Jumping Roundhouse Kick
↑ + Kick, Kick, Kick	Low Right Kick, Low Left Kick, Goal Kick
↑ + Punch, Punch, Punch	Down Punch, Left Swipe, Big Spin Punch
Back to enemy + Kick	Back-Kick
Back to enemy + Punch	Back-Elbow
Enemy down + Kick	Ground Stomp
Enemy down + Punch	Ground Punch
↑, ↑ + Kick	Triple Kick
Kick + Punch	Throw
↑, ↑ + Punch	Spin Punch

RUNNING ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Punch	Hop Kick, Right Spin Kick, Double Axe Punch
Kick, Punch, Kick	Hop Kick, Left Swipe, Big Right Spin Kick
Kick, Punch, Punch	Hop Kick, Left Swipe, Double Axe Punch
Kick, Kick, Kick	Hop Kick, Right Spin Kick, Big Right Spin Kick
Punch, Punch, Kick	Right Swipe, Left Swipe, Big Right Over Kick
Punch, Kick, Punch	Right Swipe, Right Spin Kick, Double Axe Punch
Punch, Kick, Kick	Right Swipe, Right Spin Kick, Big Right Spin Kick
Punch, Punch, Punch	Right Swipe, Left Swipe, Double Axe Punch
Kick, ↓ + Kick	Hop Kick, Flying Lunge Kick
Punch, ↓ + Kick	Right Swipe, Leg Sweep
Punch, Punch, ↓ + Punch	Right Swipe, Left Swipe, Low Double Axe Punch
Punch, ↓ + Punch	Right Swipe, Right Backhand



BUFFY SUMMERS

{CONTINUED}

CLOSE TO ENEMY ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, PunchKnee, Low Right Kick, Spinning Backhand
Kick, Punch, KickKnee, Snap Backhand, High Right Kick
Kick, Punch, PunchKnee, Snap Backhand, Hopping Backhand
Kick, Kick, KickKnee, Right Kick, High Right Kick
Punch, Punch, KickSnapping Elbow, Snap Backhand, Right Kick
Punch, Kick, PunchSnapping Elbow, Low Right Kick, Spinning Backhand
Punch, Kick, KickSnapping Elbow, Low Right Kick, High Right Kick
Punch, Punch, PunchSnapping Elbow, Snap Backhand, Spinning Backhand

JUMPING ATTACKS

BUTTON PRESS	ATTACK NAME
IN A STANDING JUMP	
PunchJump Punch
KickJump Kick
IN A RUNNING JUMP	
PunchRunning Jump Punch
KickRunning Jump Kick

WILLOW ROSENBERG

Willow Rosenberg was once a shy girl whose biggest secret was her crush on her best friend, Xander Harris. Since meeting Buffy in high school and becoming a Slayerette, Willow has grown up a great deal and is finally coming out of her shell.

Ever since becoming friends with Buffy and getting involved with her mission, Willow showed an interest in and an affinity for magic. Though Giles was careful not to let her get into witchcraft too quickly, it became clear that she was extremely gifted. Willow chose the University of California at Sunnydale over more prestigious institutions in order to be a part of the Slayer's mission.

During her freshman year at UC Sunnydale, Willow met a fellow witch named Tara. Their connection was instantaneous and it was not long until their relationship developed into romance.



COMBAT TECHNIQUES

Willow is the game's most powerful character. She can use the Fireball spell exclusively, as this doesn't cost too much energy and defeats vampires in two strikes without a Stake. The more powerful spells are usually used in certain circumstances dictated to Willow during her missions, so follow the walkthrough advice, and if in doubt, launch a Fireball!



SPELL LIST

BUTTON PRESS	ATTACK NAME
PunchShockwave
Kick, KickFireball
Kick, Kick, PunchSun-Spell
Kick, PunchShield
Kick, Punch, KickHoming
Kick, Kick, KickSonic Blast
Kick, Punch, PunchPossession

XANDER HARRIS



Alexander LaVelle Harris always goes by the nickname Xander. Witty and full of energy, he masks fear with humor and has proven his bravery when it counts.

He has been fond of a variety of women, especially those who are Slayers and/or somewhat demonic. He is Buffy's most loyal friend, always there when she needs him, but also unafraid to speak the truth even when it hurts. He is dating Anya, a blunt and beautiful girl who was once a vengeance demon called Anyanka.

COMBAT TECHNIQUES

Xander isn't as powerful as his counterparts. He should rely on weapons when available, brute strength, and pounding kick or punching combo attacks. Press Use at the end of a combo for an extra Stake stab—this can defeat a vampire in a single flurry.



STANDING ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Left Kick, Low Right Kick, Big Left Kick
Punch, Punch, Punch	Right Slice, Left Slice, Right Slice
↓ + Kick	Leg Sweep
Back to enemy + Kick	Back-Kick
Back to enemy + Punch	Back-Elbow
Enemy down + Kick	Ground Stomp
Enemy down + Punch	Ground Punch

RUNNING ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Hop Kick, Right Spin Kick, Big Right Spin Kick
Punch, Punch, Punch	Right Swipe, Left Swipe, Right Elbow

CLOSE TO ENEMY ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Knee, Low Right Kick, Hopping Backhand
Punch, Punch, Punch	Left Elbow, Left Backhand, Dual Axe Punch

JUMPING ATTACKS

BUTTON PRESS	ATTACK NAME
IN A STANDING JUMP	
Punch	Jump Punch
Kick	Jump Kick
IN A RUNNING JUMP	
Punch	Running Jump Punch
Kick	Running Jump Kick

FAITH

When Buffy briefly died, a Slayer called Kendra replaced her. Upon Kendra's death, a troubled girl from Boston named Faith was called. For a girl with a tough veneer and trust issues, becoming the Slayer was an opportunity to escape her past. Faith went up against an ancient vampire named Kakistos, who murdered her Watcher. Faith wounded Kakistos, scarring his face, and barely escaped with her life. With nowhere else to run, Faith sought out Buffy in Sunnydale. Kakistos caught up with her, but Faith destroyed him.

Unfortunately, her stake-first-ask-questions-later policy led to Faith accidentally killing a man. Realizing that Buffy and the others would never trust her, she determined that her only choice was to ally herself with the forces of darkness.

In the conflict that followed, Buffy nearly killed Faith, who ended up in a coma. When she awoke, Faith sought revenge on Buffy. Though she failed, it was clear that the she felt guilt and remorse. She left town for Los Angeles, where she tried to kill the vampire-with-a-soul, Buffy's former love, Angel. At last, wracked with guilt, grief, and loneliness, she begged Angel to kill her. Instead, he urged her to make amends for the things she had done.

In time, Faith turned herself in to local authorities, was tried and put in prison, where she now searches for redemption and for the peace that has eluded her since birth.

COMBAT TECHNIQUES

All Faith's maneuvers and tactics are identical to Buffy's. Refer to Buffy's information for more details.



GOTTA HAVE FAITH

BY CHRISTOPHER GOLDEN AND TOM SNEGOSKI

The silence woke her.

Her eyes slowly opened and she lay there on her bunk, allowing her senses to explore her surroundings, wondering what had alarmed her. The mattress was thin and hard, covered by plastic, yet it was far from the most uncomfortable surface she had ever slept on. For a girl who'd lived as hard as she had, prison was not at all the hell it was for others. It was, however, lonely and austere, a Spartan life that gave her ample time to think, to consider ... and to reconsider. She became antsy at times, but the truth was, prison had been good for her. Unlike the others within those high walls, she could have left any time she desired.

Faith chose to stay. To pay. To bear the burden of her sins.

The silence.

She narrowed her eyes and listened more intently. On the bunk above her she could hear Allie, latest in a long line of cellmates, breathing slow and deep, sound asleep. But not all of the women on the cellblock slept through the night after lights out. There were always trysts and arguments and the quiet sobs of the new girls or the ones who had just had enough. The footfalls of the guards would echo off concrete and steel, the slide and click of doors opening and closing as they moved through the block.

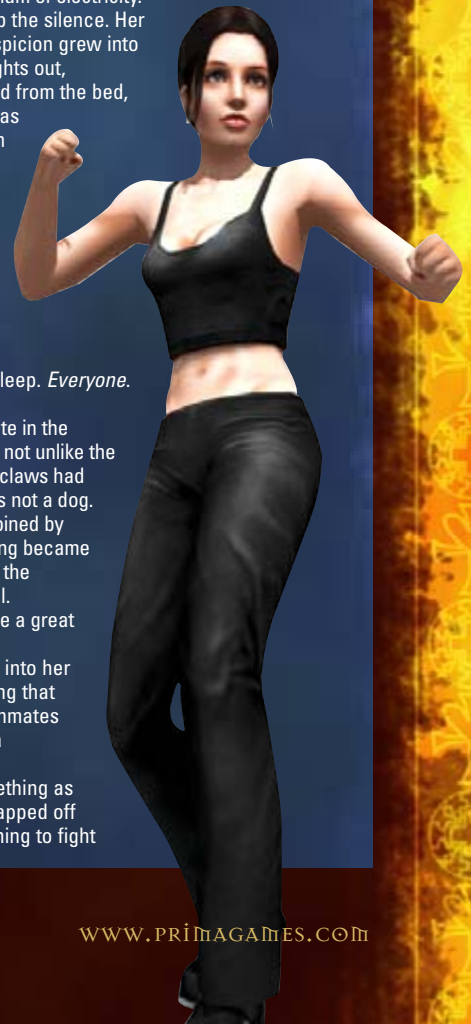
Not tonight. Tonight the cellblock was completely silent. Impossibly silent, save the light breathing of her cellmate and, drifting down to her from elsewhere on the block, the sound of another inmate snoring loudly. The sounds of sleep. Nothing else. Not even the hum of electricity.

Faith sat up, careful not to disturb the silence. Her frown deepened and her natural suspicion grew into something more. It was long after lights out, certainly, but it was too dark. She slid from the bed, letting her eyes adjust, grateful that as the Slayer her vision was better than that of an ordinary person. Even so it was only when she went to the bars of the cell that she could begin to make out the silhouettes of things, the only light coming from narrow box windows high on the walls that were too small for a person to slide through but let the moonlight in just fine.

No power. And everyone was asleep. *Everyone.* Except Faith.

Something skittered along concrete in the darkness out on the block, the sound not unlike the noise a dog's paws might make if its claws had grown too long. But Faith knew it was not a dog. A moment later the first sound was joined by another, and another, and the skittering became a whispering echo of a noise that filled the cellblock. Something scratched metal. Whatever the things were, there were a great many of them.

On instinct she retreated deeper into her cell, eyes striving to locate something that could be used as a weapon. Other inmates sharpened the end of a spoon into a makeshift blade but Faith refused to endanger her redemption over something as foolish as a weapon. Unless she snapped off part of the bunk frame, she had nothing to fight





FAITH {CONTINUED}

with. But that was all right. It wasn't the first time.

And it wouldn't be the last. That was for damn sure.

On the top bunk Allie slept on. In the dim moonlight that seeped in from outside the cell, striped with shadows from the bars, she could see only the outline of her cellmate's peaceful face. She was a nice kid, Allie. How she ended up putting a shiv in her boyfriend's neck was a story Faith had not asked to hear, but would never forget.

The skittering noises grew louder, closer, and now Faith could hear the creatures murmuring as well, some of them even laughing softly, giddily, as though they knew they were getting away with something. Faith readied herself, dropping into a battle stance. The echoes made it impossible for her to get a count just by listening to them, but there were a lot of them coming for her. Whatever magic had put everyone to sleep and killed all the power on the cellblock, they were obviously responsible for it.

Or maybe not. Her upper lip curled back and her nostrils flared. Another sound had joined the skittering, the click-tap of footsteps along the concrete. And those steps were approaching her cell. The skittering drew closer and closer and so did those footfalls and then, abruptly, the creatures stopped moving. In her mind she had formed a mental picture of ugly little shadows pausing to let their master pass by.

There was a beat, as though he had paused just beyond her door, and then a dark silhouette appeared on the other side of those bars, casting his shadow into the cell. With the moonlight at his back, she could not make out his face at all. Hideous, gnarled little things with gleaming teeth danced around his feet and when he paused some of them latched on to him, clinging to his pants legs, others climbing up to perch on his shoulders. They laughed softly to themselves.

Her visitor spoke. "Hello, Faith."

British, then. *Maybe from the Council*, she thought. His voice was warm, amiable, and full of swagger.

Cautious, she edged to her left trying to catch his profile in the moonlight, but the shadows defied her.

"I know you, pal?"

"Not yet, but we have acquaintances in common. The name's Ethan Rayne. We need to have a little talk."

Faith was more than a little creeped out by the nasty little goblin-types hanging all over the guy, but she had heard the name before. She could take him. With a slow nod she crossed her arms and stared at the silhouette of the sorcerer.

"So talk. I'm not going anywhere."

"Yes," he said, that one word sounding sultry and dangerous. "That's precisely what we need to talk about."

SPIKE

The vampire Spike, also known as "William the Bloody," first visited Sunnydale with his girlfriend, Drusilla. Angelus (later called Angel) turned Drusilla into a vampire, and Drusilla turned (or "sired") Spike. Spike and Drusilla terrorized Sunnydale for a time. When Angel briefly reverted to evil and Drusilla took up with him again, Spike threw in with the Slayer to save the world and destroy Angelus so he could get back Drusilla.

Spike promised Buffy to forever leave Sunnydale. He broke his promise more than once, eventually being captured by a covert military force called the Initiative, which was dedicated to research into demons and vampires and



their destruction. As part of an experiment, the Initiative put a microchip in his brain that caused him tremendous pain if and when he attempted to hurt a human. Spike escaped from the compound and found that though he could no longer

harm humans, he could still pummel and kill demons. He has become an unlikely ally to the Slayer.

COMBAT TECHNIQUES

Spike is a cross between Buffy and Xander. He has a few more maneuvers and doesn't need to rely on weapons, but he has the potential for stronger combat techniques, such as finishing a three-punch combo with a Use button Stake strike for a fourth hit. Leap in with a kick or punch, then vary your combos.

STANDING ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Left Kick, Low Right Kick, Big Left Kick
Punch, Punch, Punch	Right Slice, Left Slice, Right Slice
Punch, Punch, Kick	Right Slice, Left Slice, Right Jab Kick
Kick, Kick, Punch	Left Kick, Low Right Kick, Right Slice
↑ + Kick, Kick, Kick	Right Right Kick, Low Left Kick, Goal Kick
↑+ Punch, Punch, Punch	Left Jab, Left Jab, Big Right Cross
↓ + Kick	Roundhouse
Back to enemy + Kick	Back-Kick
Back to enemy + Punch	Back-Elbow
Enemy down + Kick	Ground Stomp
Enemy down + Punch	Ground Punch

RUNNING ATTACKS

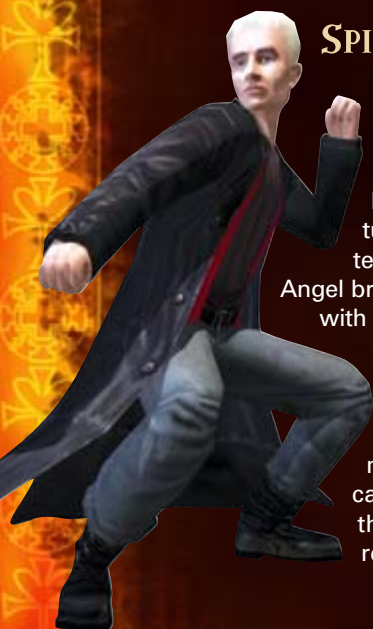
BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Hop Kick, Right Spin Kick, Big Right Spin Kick
Punch, Punch, Punch	Right Swipe, Left Swipe, Right Elbow

CLOSE TO ENEMY ATTACKS

BUTTON PRESS	ATTACK NAME
Kick, Kick, Kick	Knee, Low Right Kick, Hopping Backhand
Punch, Punch, Punch	Left Elbow, Left Backhand, Dual Axe Punch

JUMPING ATTACKS

BUTTON PRESS	ATTACK NAME
IN A STANDING JUMP	
Punch	Jump Punch
Kick	Jump Kick
IN A RUNNING JUMP	
Punch	Running Jump Punch
Kick	Running Jump Kick



SID THE DUMMY

Buffy encountered Sid after a series of terrible murders at Sunnydale High. A demon was on the loose, and when the Slayer and her friends realized that the ventriloquist's dummy was alive, they assumed he was the culprit. The truth came as a surprise.

Sid was actually the spirit of a demon hunter who was captured in the dummy body many years earlier. He had been tracking down the Brotherhood of Seven, demons that had to harvest the fresh brain and heart of a human every seven years in order to survive. Sid's curse meant that he had to kill all of them for his spirit to be freed. He had already destroyed six of them, and the seventh was in Sunnydale. The dummy allied himself with the Slayer and was able to kill the last of the Seven. In the end, his soul passed from this world.

Buffy and her friends assumed he had moved on to his final reward. They were wrong....

COMBAT TECHNIQUES

Sid is a small wooden mannequin. Use the windmill punch, as it hits multiple opponents and single foes multiple times. If you find a Hammer or other combat weapon nearby, use that, as it opens up more multiple combo hitting potentials.



IN ALL MODES

BUTTON PRESS	ATTACK NAME
Kick	Right Kick
Punch	Big Right Punch

WHILE RUNNING

BUTTON PRESS	ATTACK NAME
Punch	Windmill Punch

FRIENDS: SUPPORTING CHARACTERS

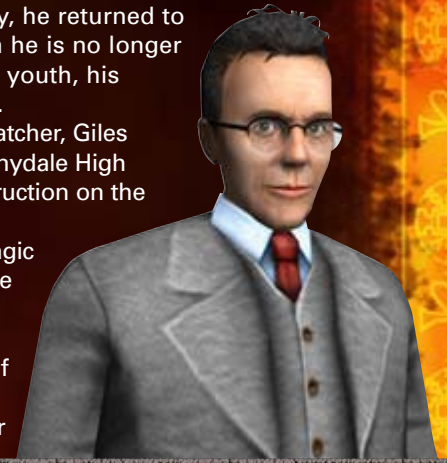
The following information details the background of the main supporting characters in the game. You can't control these individuals (except for Tara in multiplayer games). Instead they provide a background for Buffy's buddies.

RUPERT GILES

Giles comes from a family of Watchers—both his father and grandmother also served in that capacity. He was told at age 10 that he too would become one, which disappointed him. Giles briefly rejected the family destiny and dropped out of Oxford, choosing to dabble in the occult, earning the

nickname "Ripper." Eventually, he returned to the Council's ranks. Although he is no longer the practitioner he was in his youth, his spell-making skills are useful.

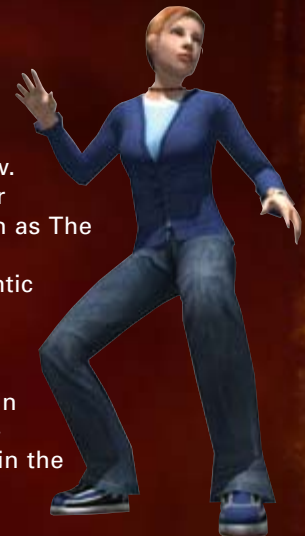
Upon becoming Buffy's Watcher, Giles worked as the librarian at Sunnydale High School until its explosive destruction on the day of Buffy's graduation. Subsequently, he bought a magic shop in the town (known as the Magic Box) and serves as its proprietor. While his relationship with the Council of Watchers has been intermittent—he was fired and later rehired at Buffy's insistence—he has always stood by her as friend and mentor.



TARA MACLAY

Tara met Willow at a Wicca gathering on the UC Sunnydale campus. Shy and humble, Tara was immediately drawn to Willow. After using their combined power defeat horrifying creatures known as The Gentlemen, the girls struck up a friendship that grew into a romantic relationship.

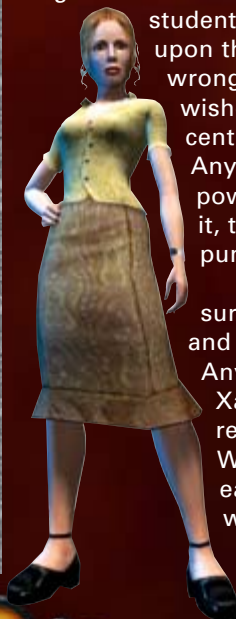
Tara looked up to her mother and the power she had, as her mother was also into witchcraft. In time, Tara has become more self-assured and taken an active role in the "Scooby Gang."



ANYA {ANYANKA}

When Buffy first encountered Anyanka, she was a vengeance demon who disguised herself as a high school student named Anya. Her specialty was acting upon the anguish of women who had been wronged by men, making their vengeful wishes come true. In Sunnydale, many centuries of vengeful luck ran out, and Anyanka's amulet, the source of her power, was destroyed. Rather than restore it, the demon who gave her that power punished her by making her human.

Now, as Anya, she was forced to survive the social culture of high school and the instincts and urges of a typical girl. Anya soon found herself attracted to Xander Harris. The two struck up a relationship that has grown into love. When Giles opened the Magic Box, an eager, money-adoring Anya began to work there.





FIENDS: THE EVIL BROOD

These dangerous and foul fiends present significant challenges during the adventure, and their history is noted below. Evidence on how to defeat these entities is revealed during the walkthrough.

THE FIRST

MISSIONS ENCOUNTERED: #6, 12



The First is the first evil on Earth. It is as old as the primordial darkness. It is absolute evil, older than humanity and older than demon kind. Even among many demon tribes it is considered a myth. But it is not. It is a power that transcends

reality, time, and space, which means it can tap into all possible realities and times, accessing the past and future.

Buffy encountered The First when it attempted to manipulate Angel's mind, to drive the vampire-with-a-soul into a morass of self-doubt that it hoped would lead to him taking his own life. Buffy helped Angel to overcome its influence and thwarted its plans.

It has not forgotten....

ETHAN RAYNE

MISSIONS ENCOUNTERED: #3, 4, 5, 6, 12

Ethan befriended Rupert Giles during their college years. During that period they dabbled with sorcery and the forces of darkness. In their hubris they conjured up the demon Eyghon, which could possess the body of a dead or unconscious host. It killed one of their friends before they could return it to its own dimension.

Nearly two decades later, Ethan came to Sunnydale to annoy his old friend "Ripper" Giles and possibly to destroy the Slayer, all the while appeasing the Lords of Chaos, supernatural beings whom he worshipped. He failed, but that did not prevent him from trying again.

Soon, Ethan was just as much a target as Giles, for Eyghon had returned, killing other members of the group with whom they dabbled in spell casting years before. Thanks to Buffy and Angel, Eyghon was destroyed. Though their efforts saved his life, Ethan didn't cease his chaos-worshipping or the anarchic plots he so loved. He plagued Sunnydale, until the Slayer captured him and gave him over to the custody of the Initiative, a covert branch of the military dedicated to supernatural research and defense.

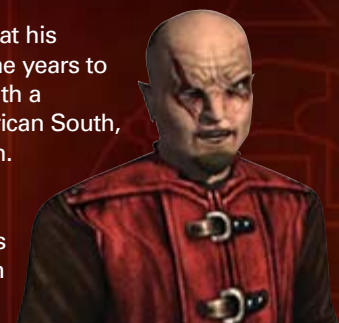
Ethan left town, only to return the following year to assist the town mayor Richard Wilkins III and the devious vampire Mr. Trick. Buffy caught up with Ethan, declared him a chicken, and he ran off. When last seen, Ethan Rayne was in federal custody.

KAKISTOS

MISSIONS ENCOUNTERED: #2, 4, 8

Kakistos is a vampire of such age that his exterior features have altered over the years to reflect the demon residing inside. With a fondness for alligators and the American South, he ran afoul of the Slayer called Faith. Kakistos killed Faith's Watcher and during that battle Faith scarred him, before fleeing to Sunnydale. Kakistos followed her, seeking revenge. When the two faced one another in final battle, Faith dusted him.

The First has chosen Kakistos as one of his champions for battle in the alternate universe.



ANYANKA

MISSION ENCOUNTERED: #7

As The First chooses its champions to battle those plucked from Sunnydale by Ethan Rayne, the arch-fiend's thirst for perverted advocates for his warped universe knows no bounds. The beast knows all weaknesses, and has created and channeled Anya's vengeance demonic persona into a freakish doppelganger that Xander must defeat or surrender to. Fortunately, this vengeance demon hates bunnies.



ADAM

MISSION ENCOUNTERED: #9

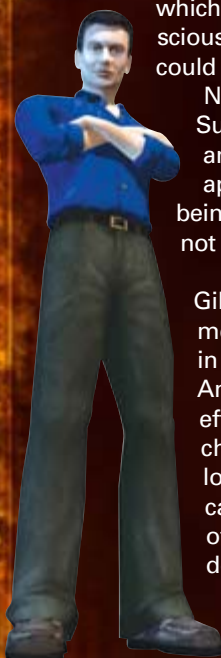
Created by the Initiative's Professor Maggie Walsh, Adam was a hybrid creature, a combination of machine, demon, and man. Adam murdered his creator and caused trouble for Buffy before his final destruction. He has been known to prowl the center of the Initiative Base, waiting for a challenger worthy enough to defeat him in this alternate universe.



VAMPIRE TARA

MISSION ENCOUNTERED: #10

The First's many minds are a flutter of cunning and evil deceptions, half-truths, formed to prey on the psyche of those thrust into its world. Should Willow attempt to usurp his power, the arch-fiend has arranged a meeting of the minds, creating a demon in the guise of Willow's love, Tara. Defeating this doppelganger will be the hardest act the young spell caster has had to endure.



RIPPER

MISSIONS ENCOUNTERED: #11
Rupert Giles may have wished to become a fighter pilot (or even a grocer) in his youth, but in the alternate reality of The First's omniverse, Buffy's Watcher has followed the path he dabbled in while studying at Oxford University. What would Giles have become had he succumbed to the occult and summoned more than a demon known as Eyghon to Earth? Giles's evil psyche, trapped inside the tattered overcoat of a fiend known as Ripper, grants Buffy an unwelcome answer.



FOES: EVIL UNDERLINGS IN THE SERVICE OF THE FIRST

The remainder of this bestiary details the lesser entities lurking in darkened corners or waiting to leap out at you without provocation. After an overview of each creature's habits, a general strategy for defeating them is offered.

The creatures are presented in alphabetical order, and when beasts appear numerous times or come in different distinct types, these are noted. However, there can be color or outfit changes to the same beast without it becoming a separate type.

Blocking an enemy's attack, comboing it with a variety of techniques, and finishing with a Stake is the usual method of disposing all foes. Some monsters share the attack patterns of others. When this occurs, refer to the earlier monster for takedown tactics.

BAKEMONO

MISSIONS ENCOUNTERED: #3, 7

STAKE NEEDED: No

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

Small, Japanese goblins in the servitude of the First.

Strike it with stooping two-hit punches. Failing that, try a single boot stomp, or a

Baseball Bat whacking. Bakemono attack with swipes to the ankles, as well as biting. Run in, attack, then back up.



BRINGER

MISSIONS ENCOUNTERED: #11, 12

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

The First's acolytes, Bringers are vampiric servants with a penchant for both magic and melee combat. They attack with quick and precise punching or kicks, but hang back and throw Hell-Fire at you, or teleportation spells. Bridge this gap so Bringers can't throw Hell-Fire by charging them when you see them. They are adept at blocking, so vary your attacks.



CYBORG SOLDIER

MISSIONS ENCOUNTERED: #9

STAKE NEEDED: No

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: No

Inhuman, part-man, part-machine, creations guarding the Initiative Base, these prequels to Adam don't rely on large weaponry fused to their skins. They attack with swift and strong punches and kicks, usually striking with two well-placed hits. Speedy and invulnerable, cyborgs must be temporarily shut down with EMP Grenades. The mainframe computer sending them orders must be terminated to defeat them.



BAT BEAST

MISSIONS ENCOUNTERED:

#2, 8, 9, 11

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

The bat beast can swipe with both hands, pick you up by the head and throw you to the ground, and leap at you with both feet flying. Block these main techniques, then counter him as he finishes his moves, sending him reeling so you can plunge a final Stake into the fiend's evil skin.

Demons don't block frequently. The first of this type of monstrosity, nicknamed the bat beast, is a gaunt, bat-like foe with a demon's face and razor teeth. Block and attack with varying combos to ensure those teeth aren't sunk into your neck! Be wary of these demons' and devils' poisonous breath!



ABOMINATOR

MISSIONS ENCOUNTERED: #9, 11

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

This creature shares attacking traits with the demon (bat beast). Refer to its takedown tactics. The only difference between this monstrosity and its cousin is the hue of its blue and green scales, and the fact it has a penchant for leaping at you with both legs to launch an attack. Block this, wait for an opening after it attempts one of its strikes, then retaliate with whatever you have, finishing with a Stake.





GARGOYLE

MISSION ENCOUNTERED: #4
 STAKE NEEDED: Yes (special)
 HOLY WATER EFFECTIVE: No
 HELL-FIRE EFFECTIVE: No

Among the most deadly beasts in Buffy's adventure, Gargoyles attack in pairs, launching at you with head-butts and claw strikes. Dodge before beating them to the ground, ideally with low-hitting kicks. Once they're lying on the floor, produce a Gorgon Stake (a Stake dipped in gorgon venom) and plunge it into them. Without this special Stake, gargoyles are invincible.



MATERANI {TYPES I-III}

MISSIONS ENCOUNTERED: #6, 11, 12
 STAKE NEEDED: Yes
 HOLY WATER EFFECTIVE: No
 HELL-FIRE EFFECTIVE: Yes

Type I: This large, masked figure clad in rusting orange armor has a swift leap, slashing attacks, quick swiping claw attacks, and a throw down.

Type II: An identical figure to the Type I, this one is clad in darker metallic hues.

Type III: An identical figure to the Type I, this one is clad in blue metallic armor.

Sharing the attributes of the psycho patient, Materani are necromancers in training, who are quick and lethal in combat. These beasts are close-quarter specialists. They brandish a sharp melee weapons and can swipe with both hands, launch a double-kicking leap, or grab you by the head and throw you back. They also stoop and breathe noxious vapors at you. Leap in and kick them, blocking their attacks, and launching punch-to-kick combos.



MURGOTH PLANT BEAST

MISSION ENCOUNTERED: #7
 STAKE NEEDED: No
 HOLY WATER EFFECTIVE: No
 HELL-FIRE EFFECTIVE: No

These plants hail from an ancient alien world where strange weaponry and gigantic plant tendrils rule the horizon. The First has uprooted some prime Murgoth plant specimens and planted them over doors in Sunnydale High School. These aren't particularly vicious, but the growths of fungal leaves



and parasitic spores have woven into the walls and begun to sprout long tendrils to locate food. They prevent you from exploring deeper into this school, but retract when certain alien words are uttered, or when alien ammunition from a Murgoth Gun is sprayed on them.

PSYCHO PATIENT

MISSION ENCOUNTERED: #6
 STAKE NEEDED: Yes
 HOLY WATER EFFECTIVE: No
 HELL-FIRE EFFECTIVE: Yes

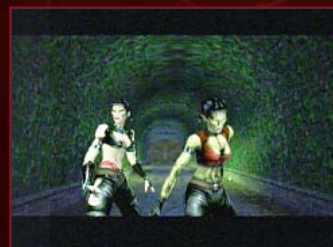
This creature shares attacking traits with the Materani. Refer to its takedown tactics. This partly mummified, gangly knife-wielding maniac acts just like its Materani cousins in combat. Approach and slay a psycho patient before other foes, as they are more aggressive.



S&M MISTRESS

MISSIONS ENCOUNTERED: #7, 11
 STAKE NEEDED: Yes
 HOLY WATER EFFECTIVE: Yes
 HELL-FIRE EFFECTIVE: Yes

This vampire shares attacking traits with her female vampire counterparts. Refer to its takedown tactics. The S&M mistress, usually accompanied by a leather-bound male "friend" in her service, exhibits all the signs of female vampire posturing. The outfits may be shiny and decadent, but the pain inflicted is real. Dispatch her with a Stake after various combo moves you would employ on female vampires.



S&M SLAVE

MISSION ENCOUNTERED: #7
 STAKE NEEDED: Yes
 HOLY WATER EFFECTIVE: Yes
 HELL-FIRE EFFECTIVE: Yes

This creature shares attacking traits with the male vampire. Refer to its takedown tactics. Although technically "in the service" of a mistress, each slave acts independently and attacks intelligently. Dispatch it by varying your combination attacks. When you see the stretched leather, buckles, and gimp mask, you know you're facing no ordinary vampire!



SENTRY GUN

MISSION ENCOUNTERED: #9
 STAKE NEEDED: No
 HOLY WATER EFFECTIVE: No
 HELL-FIRE EFFECTIVE: No
 The Initiative Base, along with The First's army of cyborgs also has a secondary security system in the form of sentry



guns, which are attached to the ceiling of a specific armory supply chamber. You'll be cut to ribbons if you enter this room without deactivating the sentry gun. EMP Grenades can also knock out these automatic machine guns.

VAMPIRE, FEMALE {TYPES I-II}

MISSIONS ENCOUNTERED: #2, 3, 5, 7, 10, 11

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

Type I: This slim vampire has a leap, quick swiping attacks, a nasty bite, and a throw down, just like her male counterparts.

Type II: Sharing the Type I vampire's moves, this one sports a different outfit.

Appearing frequently, but less so than their male counterparts, these bloodsuckers are fast, intelligent, and out for a meal. They launch their attacks with the same ferocity as their male counterparts, and should be slain in the same manner—using varying combinations, after blocking or dodging their attack. Once the combo strikes, continue until the succubus is downed or on her last legs, and dust her!



VAMPIRE, MALE {TYPES I-V}



MISSIONS ENCOUNTERED:

#1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

Type I: This slim vampire has a leap, quick swiping claw attacks, a nasty bite, and a throw down. Some vampires can throw Hell-Fire and form a "wave" strike.

Type II: This larger vampire is stronger and slower than its Type I brethren.

Type III: The largest vampire, usually clad in a leather jacket, has more power and blocking capabilities.

Type IV: Vampires clad in police officer's uniforms exhibit all the regular attacks of their Type I kin, but often carry an item necessary for mission completion.

Type V: A huge vampire known as "Chainz," this vampire also blocks efficiently.

Vampires are the mainstay of The First's abomination army, and are the most numerous enemies in the game. Vampires vary by type, but all leap, strike with single punching strikes or kicks, never combo. They block and try for a blood-sucking neck-clamp (especially when you are low on health). Learn your character's combat techniques, follow the hints in the "Training" section, and vary your attacks, combining into them as fast as possible with a variety of moves. Dust them when they fall!

CHARACTERS AND BESTIARY

GAUROK SPIDER

MISSIONS ENCOUNTERED: #2, 3

STAKE NEEDED: No

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: No

Usually encountered in groups of two or three, these huge arachnids are fast-moving and difficult to hit.

Although they don't attack with much ferocity, their attacks are damaging. They can launch a cloud of acid, or leap and strike you. Gaurok spiders are easily avoided if you step around them before they attack, then execute a low foot stomp. This dispatches them in one or two squishy steps.



WEREWOLF

MISSIONS ENCOUNTERED: #7, 8

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

Covered in a thick rug of orange and brown fur, this lycanthrope attacks on sight. It bounds around corners surprising you, before launching a series of low-level swatting and charging attacks. These are damaging and difficult to fend off, especially if other beings are attacking. Defeat the werewolf with a Stake after commencing a series of low-level kicking attacks. Punching can miss this low-lying were-fiend.





ZOMBIE DEMON

MISSIONS ENCOUNTERED:

#2, 5, 6, 8, 9, 11

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: Yes

HELL-FIRE EFFECTIVE: Yes

This creature shares attacking traits with the demon (bat beast). Refer to its takedown tactics. The only differences are those of a physical nature—this rotting husk was once a demon, but is now thinner, with sunken skin and bone protruding from a still-powerful body. Those demons slain without proper equipment return to haunt areas they prowled in life—and seek any human they can to feed on.



ZOMBIE DEVIL

MISSIONS ENCOUNTERED:

#2, 5, 6, 8, 11

STAKE NEEDED: Yes

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: Yes

This creature shares attacking traits with the demon (bat beast). Refer to its takedown tactics. The only differences are physical—the zombie devil still carries remnants of its wings, now draped over putrefying skin and bone. Hollow eye-sockets peer at you, wishing for your destruction!



ZOMBIE GORILLA

MISSIONS ENCOUNTERED: #11

STAKE NEEDED: No

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: Yes

Arguably the most dangerous of all the "half dead," the zombie gorilla demonstrates all the abilities of a non-rotting silverback. It moves to intercept you immediately and at speed. It can jump and pound you with both hands, slap you, or slap, then roll at you. All these attacks are highly damaging. React by blocking the attack, then striking back with combos before repositioning yourself to wait for another attack and countering it. If the gorilla falls over, step on it repeatedly. If you have a ranged weapon such as the Tranquilizer Gun, use it.



ZOMBIE PENGUIN

MISSIONS ENCOUNTERED: #11

STAKE NEEDED: N/A

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: No

A disgusting, flightless bird with a razor beak, the zombie penguin is only viewed rather than interacted with.



ZOMBIE SKELETON {TYPES I-II}

MISSIONS ENCOUNTERED:

#1, 2, 6, 7, 8, 11, 12

STAKE NEEDED: No

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: Yes

Type I: Rotting carcass with unpleasant spit and swiping attacks.

Type II: Raw carcass with unpleasant spit and swiping attacks.

The zombie skeleton is a half-covered cadaver raised from eternal rest by evil magic. It is slow-moving and dull-witted, offering up a couple of swiping blows using its arms. Attack with any three-hit combo you have. You knock limbs off these creatures, making them more ineffective, but watch for two nasty attacks—the vomit, which should be dodged before a brutal retaliation, and the of the ankle swipe, which occurs if you launch a kick combo and the zombie's legs break away. Wait until the ankle swipe misses, then step in (and on) your foe. Don't let too many of these lost souls surround you.



ZOMBIE SOLDIER {TYPES I-II}

MISSIONS ENCOUNTERED: #9

STAKE NEEDED: No

HOLY WATER EFFECTIVE: No

HELL-FIRE EFFECTIVE: Yes

Type I: Shambling, quick charges, with swiping attacks.

Type II: Same as Type I, but with explosive grenades.

Easily distinguished from other zombies due to their military gear, these former soldiers are now horrific experiments roaming the Initiative Base facility. Cautiously approached them and check to see if they are carrying grenades, as these make them more dangerous than an unarmed zombie soldier. Look for rushing and flapping strikes. Block or avoid, then pummel, and watch the soldier lose his head. Back away if the soldier is Type II to avoid being hit by a grenade exploding when it goes down.



MAGIC BOX

OVERVIEW

Vampires are running amok in the Magic Box as Buffy and the gang stumble into action. Take control of Buffy, Willow, Xander, and Spike to dispose of the vampires and make sense of what's going on. This is one party where the gatecrashers are not welcome.

GOOD GUYS ENCOUNTERED

Buffy Summers
(playable)
Willow Rosenberg
(playable)
Xander Harris (playable)
Spike (playable)
Rupert Giles
Tara Maclay
Anya

ENTITIES ENCOUNTERED

Vampire Type I
Vampire Type II
Vampire Type III
Zombie Skeleton Type I

ITEMS FOUND

Stake
Holy Water
Hell-Fire
Medi-Pak
Key (curio cabinet)
Kraus's Compendium of
Magical Combat

Crossbow
Battleaxe
Sword
Relic
Baseball Bat (Spike)
Key (cell door)

SECRETS FOUND

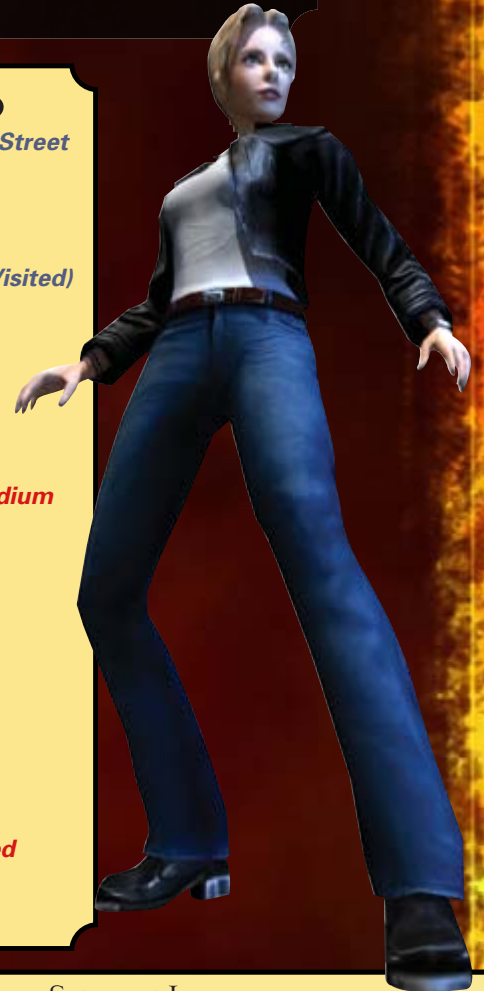
#1: Shop: Open the cupboard opposite the till on the shop floor.
#2: Shop: Punch the standing lamp opposite the basement room.
#3: Basement: Locate the Relic, place it into the gargoyle statue.

UNLOCKABLES

#1: Multiplayer: male vampire character
#2: Multiplayer: female vampire character
#3: Extras: Anthony Head interview

LEGEND

- a Sunnydale High Street (Not Visited)
- b Study
- c Counter
- d Library Balcony
- e Back Year (Not Visited)
- f Training Room
- g Cellar Room #1
- h Cellar Room #2
- i Cellar Room #3
- j Cellar Room #4
- k Jail Cell
- 1 Secret #2
- 2 Kraus's Compendium
- 3 Start (Buffy)
- 4 Secret #1
- 5 Finish (Level)
- 6 Curio Key
- 7 Start (Willow)
- 8 Battleaxe
- 9 Start (Xander)
- 10 Crossbow
- 11 Start (Spike)
- 12 Relic
- 13 Gargoyle
- 14 Secret #3
- 15 Cell Key (Dropped by vampire)
- 16 Tara and Anya



BASEMENT



STREET LEVEL



Buffy

the vampire slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



A surprise party for Buffy suddenly turns nasty as vampires charge in from all directions. Willow doesn't remember inviting these bloodsuckers. Where are Tara and Anya?



After watching Spike dispose of a fiend with a Stake, Buffy shows that her eye-hand coordination is still impressive. While Willow searches for a spell, Buffy tackles the incoming fiends, Xander covers the training room, and Spike searches the basement.

MAGIC SHOP MELEE

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVE #1:

Defeat the invading vampires in the magic shop.



Run forward to intercept the first vampire with a flurry of punches and kicks. Whittle

the freak's energy bar down to almost zero.



Once the vampire is down to almost no energy, or has been knocked to the ground, press the Quick Stake button to carry a sharpened piece of wood.



Press the Quick Stake button again when you're next to the vampire to destroy it. Make sure you're nearby so its essence flows into you, filling either your health or energy bar.



A second vampire appears from the stepped and carpeted area of the shop, closing the door to the street behind him. Charge this ex-police officer and strike him down.



A third vampire appears from the wooden door near

the key holder on the wall, just left of the till and shop area. Break this beast of the night down to size, then run through the arched entrance.



TIP



Want to fight each vampire without being ambushed? Climb the ladder to the library balcony when the coast is clear, and wait for each successive bloodsucker to leap up here. Drop them with ease.



Another vampire appears from the street, near the ladder leading to the library. Produce your Stake and tackle this fiend until you've scattered his ashes. A cutscene begins.



TIP

To collect the many trinkets and items available in the shop, either use Willow shortly, or get Buffy to start the collection. Ignore any vampire attacks while you shoplift. Item information is detailed in Willow's book search below, as this is the best time to search (no vampires appear until a certain item is found).



After roundhousing another vampire, the undead deviant scarpers, vowing to deal with the girly-girl later. While Buffy regains her composure after this insult, the action switches to Willow.

GREAT BALLS OF FIRE

PLAYABLE CHARACTER:

Willow Rosenberg

OBJECTIVE #2:

Find Kraus's Compendium and defeat any remaining vampires.



NOTE

Continue Point Reached!

WILLOW'S MAGIC BOOK: NEW INSCRIPTION

SHOCKWAVE



FIREBALL



Willow begins her store-room ransacking with two spells already memorized. These are Shockwave (punch), and Fireball (kick, kick).



Willow is talking to herself. She knows that Giles puts books with real power in the upper library, but they aren't there. She has to expand her search to the downstairs area.



Before you venture downstairs, run to one end of the library balcony, and bend down to collect the Medi-Pak resting near the wall. Then move to the top of the ladder.



You automatically turn and descend. Continue to the bottom. Leap over the ladder entrance with the Jump button to cover the ground more quickly.



NOTE

Either Willow or Buffy can grab the following items. Some of the screens below show Buffy, although Willow can just as easily find them.



Before you locate Kraus's Compendium of Magical Combat, you can shoplift from the magic shop. Start near the ladder you just descended. Press the Use button to collect each item.



On the bookcase with the three small plants, near the arched entrance to the left of the shop till, find a Medi-Pak and two Hell-Fire bottles.



Now turn left, and move under the library balcony. Near the gray filing cabinets in the corner, locate a small wooden crate of Stakes (infinite supply). Take as many as you need (you can carry five). Walk to the bookcase near the table, and take another Hell-Fire bottle.

WILLOW'S RUMMAGING



Around the jutting bookcase on the opposite wall to the store display area are two small vertical bookcases, one with Holy Water, and the other with Hell-Fire. Take them and continue around.



NOTE

You can destroy the two wooden chairs near the circular table, a third near the cabinet in the study area, and a fourth next to the study table. All of them shatter, leaving a Stake.



Enter the two steps into the study area, passing the wall divider if you didn't smash a vampire into it earlier (this is breakable). When you reach the small curio cabinet with the arched lattice-opening hatch, Willow senses strong magic.



You need a Key to open this cabinet. But first, continue your item search. Ignore the

doors, and move to the three jutting bookcases to claim another Hell-Fire.



SECRET

#1 SECRET FOUND!



The rest of the study area is full of nondescript bookcases and a chair. Ignore these, and move to the lamp in the room's corner. Punch it until Holy Water falls from inside the lampshade.



Venture down into the store display area behind the counter to find a Medi-Pak and three Holy Water vials.



SECRET

#2 SECRET FOUND!



Next to the shelves is a low Chinese cabinet with a black bottle on top of it. Press the Use button to open the doors. Inside is a Medi-Pak.

Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



After you finish your collecting, move left, toward the door with the key holder to the left of it. Hanging on the holder is a Key. Take it. It opens the cabinet in the study!

WILLOW'S MAGIC BOOK: NEW INSCRIPTION SUN-SPELL



Opening the cabinet reveals Kraus's *Compendium of Magical Combat*, and Willow learns a new attack; the *Sun-Spell*. Activate it by pressing **kick, kick, punch**.



Now put Willow's magician skills into practice. Turn right and launch a Sun-Spell at the vampire who's running in from the door under the library balcony.



This strike blasts the vampire into the netherworld in one shot! Run left and repeat the attack on a second vampire who runs in from the door in the study.



Use the Sun-Spell on the last vampire; this one enters from the door next to the key holder. After he is dispatched, you meet Buffy. She asks if Willow is okay.



Thanks to Mr. Klaus, his arcane magick, and the vampiric tendencies not to wear sunscreen, Willow has survived and thrived. But what about Xander in the training room?

AXE NICELY

PLAYABLE CHARACTER:

Xander Harris

OBJECTIVE #3:

Secure the training room using both the Crossbow and Battleaxe.



NOTE

Continue Point Reached!



Xander is more perturbed than Buffy and Willow at his impending fracas. When the game begins, attack the closer of the two incoming vampires.



When the first is down to minimal health, break out the Quick Stake (you have all the items Buffy and Willow previously collected), and tag the first bloodsucker.



Finish the second vampire before exploring the room. There's a training dummy you can smack around, but Xander's real calling is weapon use.



Run to the low metal desk and grab the Holy Water and the Medi-Pak on the ground between the desk and filing cabinet. Get ready for combat and take the Crossbow.



As soon as you take the Crossbow, a vampire leaps through the glass window on the opposite side of the room. Down him with five well-placed Crossbow shots.



Aim and fire using the Target button and punch! Or kick the vampire and finish it with the Crossbow. Use the first-person viewpoint only if you're far enough away.



TIP

Let rip with the Crossbow—you have enough arrows to take down all the incoming atrocities!



With another vampire also coming in for battle, disappoint him by cutting him down with your Crossbow. Now search the room to find a small crate of Stakes in one corner.



TIP



Need further practice with the crossbow? Try aiming at the bull's-eye on the target from a distance, or the training dummy. Use the right shoulder button and aim the target reticule with the control stick.



Run around the room's edge to the table by the door leading back to the shop, and locate the Battleaxe. When you pick this up, another vampire smashes through a window.



NOTE

You can pick up the Crossbow and the Battleaxe at any time during combat. Taking these items triggers two vampires to arrive and attack you.



Take out the vampire, and a second one. Using the Battleaxe is optional, and although you can use the Battleaxe to vertically pound

vampires into oblivion, the Stake is easier.



Xander Harris is still alive, and panting to himself. Tara and Anya are probably in the basement. Spike's there, and he lets out a British colloquialism of surprise and annoyance.

BASEMENT BATTLE

PLAYABLE CHARACTER:

Spike

OBJECTIVE #4:

Rescue Tara and Anya from the magic shop's basement.



NOTE

Continue Point Reached!



Thankfully, Spike hasn't turned yet, but he's in an enclosed space facing down the fangs of two vampires. Battle them both at the foot of the steps to your left. Use that Quick Stake!



After you've dispatched both the bloodsuckers, you hear a whooshing sound from the part of the room ahead that you haven't explored. Run forward.

MAGIC BOX



It seems the concentration of evil magic has allowed the dead to rise again! A disgusting corpse staggers at you. React with Spike's trademark reticence; wade in and hack!



Smash the limbs off the Zombie, and a second one that appears in the room's left corner. On your way, pick up a Sword to use in the dismemberment.



With both corpses crushed, inspect the coffins they came from, then work your way around to where you started your fracas. A Medi-Pak lies next to the stairs.



In the small area under the stairwell, find a crate of Stakes. Refill your collection, then ignore the steps (you don't want to run up into the training room), and move toward the large purple drape with the pentacle daubed on it.



Press the Use button to open the door, then stand inside the doorway as two vampires run in at you. You stand a better chance of hacking them with your Sword if you take them one at a time from the doorway.



Buffy

the Vampire Slayer

CHAOS BLEEDS

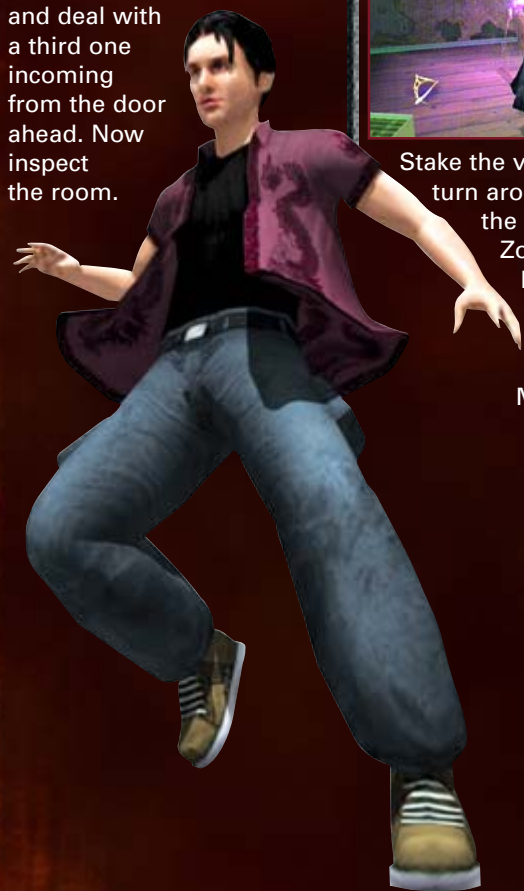
PRIMA'S OFFICIAL STRATEGY GUIDE



Hack apart and Stake the first vampire, then the second. Work fast because a coffin lid on the opposite wall explodes, and out pops another corpse!



Shortly afterward, a second corpse tries to spit green phlegm at you. Show it the business end of your boot, and deal with a third one incoming from the door ahead. Now inspect the room.



Take the Hell-Fire from the small bookcase, and smash the chair near the lamp surrounded by boxes for the Stake it contains. Open the door.



Follow the same plan as before. Wait at the door for one of two vampires to charge your way. Once the first one attacks, defeat it quickly, move into the room, and tackle the other.



Stake the vampire and turn around to combat the summoned Zombie. This happens quickly, so be prepared, and use a Medi-Pak.



TIP

Combat getting too hectic for you? Retreat back into previously explored rooms to regroup, heal, and plan your attack.



Look around this chamber. Take the Hell-Fire from the bookcase, pass the vertical indent in the wall, and take the Relic from the second bookcase.



SECRET

#3 SECRET FOUND!



Got the Relic? Good! Now move over to the gargoyle statue and press the Use button. Spike places the Relic inside the gargoyle's mouth, which opens a false wall in the opposite side of the room.



Once the secret door has opened, run inside and press Use to pick up a Baseball Bat. Spike would

prefer a Cricket Bat, but we're not in Blighty now! There's a Medi-Pak in there, too.



Follow Buffy's advice and take your frustrations out on the upturned wooden table blocking the exit door. Smash it to pieces, open the door, and head into the connecting chamber.



The chamber holds nothing of interest, so move into the prison cell area. Tara and Anya are on the other side! Ignore them for the moment, and battle the vampire with your Bat.



TIP

Grab and throw a vampire against the sharp wooden point on the plank in the back corner of the room. Throughout the game, many of these Environmental Stakes can be used to dust vampires.



When the first vampire gurgles his last breath, turn and take out the two blood-

suckers running in from the doorway you just came through.



The police officer vampire (Type II) drops a Key. Pick it up, as it unlocks the door to the cell confining Tara and Anya. Before you free them, search the corner coffin for Hell-Fire and Holy Water.



While Spike rescues the ladies, Buffy and Willow fend off the remaining vampires in the magic shop. Xander comes running in with the "goodies," then jogs off to check whether Spike turned nasty or not.

TAKING CARE OF BUSINESS

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVE #5:

Finish off the remaining attacking vampires.



NOTE

Continue Point Reached!



This leaves both Buffy and Willow to finish the remaining freak shows. Willow fights alongside you,

so follow her and double up on vampires one at a time.



TIP

This is your last opportunity to claim the two secrets in this shop, if you haven't already!



Move into the study, and fight with Willow as two vampires start a commotion. Finish them, ideally letting Willow take the damage, then swing around to watch the door near the key holder.



Although you don't need to worry about the two "goodies" Xander brought from the training room, you can leave Willow to fight both vampires, run around the display case, grab a weapon, and cleave away from behind.



Move into the study and tackle the vampire incoming from the street, then one from the door near the key holder. Hack them with a Battleaxe or plug away with the Crossbow, and leave Willow to finish them.

MAGIC BOX



A final vampire charges into the shop, and is pinned against the wall by Buffy. Shortly before he's impaled, he mentions that Kakistos has risen. But didn't he die?



Buffy is certain of this fact. In come Spike, Xander, Tara, and Anya. Spike never wants to be invited to another party like this and leaves, just before Giles strides in.



He's received a disturbing phone call from Wesley regarding Faith. While Tara and Anya prepare a spell to see whether Kakistos has indeed returned, Giles orders his shop spruced up. Meanwhile, Buffy goes on patrol at the cemetery....



CEMETERY

OVERVIEW

When Sid the Dummy appears and reveals that Kakistos is lurking somewhere nearby, you must patrol the graveyard and look for clues. Buffy is on her own as she searches the dead's resting place, an abandoned church, and the sewers, then finally battles through crypts to an audience with good old Spike, the fiend Kakistos.

GOOD GUYS ENCOUNTERED

Sid the Dummy
Buffy Summers (playable)
Spike

ENTITIES ENCOUNTERED

Vampire Type I
Vampire Type III
Vampire Type IV
Female Vampire Type I
Zombie Skeleton Type I
Zombie Skeleton Type II
Vampire Spider
Demon
Zombie Demon
Zombie Devil
Kakistos

ITEMS FOUND

Stake
Shovel
Hell-Fire
Sundial Piece
Holy Water
Spike
Church Key
Sword
Valve Handle
Battleaxe
Fuse
Ignition Key
Unlit Torch

SECRETS FOUND

#1: Unlit Cemetery: Inside the coffin in crypt with floor switch.

#2: Second Cemetery: Inside small empty crypt with four boxes.

#3: Church Crypt: On right upper balcony, after pulling out wall coffin.

#4: Church Crypt: Across hole to sewer, around corner. Sword pickup.

#5: Sewer Generator Room: Behind bricked-up small archway.

UNLOCKABLES

#1: Multiplayer: Zombie skeleton

#2: Multiplayer Map: Cemetery

#3: Extras: Amber Benson interview

LEGEND

- a Cemetery #1
- b Groundskeeper's Shed
- c Cemetery #2
- d Church Yard
- e Church
- f Church Crypt (Under Church)
- g Sewer
- h Cemetery #3
- i Cemetery #4
- 1 Sundial Piece #1
- 2 Secret #1
- 3 Sundial Piece #2
- 4 Secret #2
- 5 Church Key (Dropped by zombie)
- 6 Sundial
- 7 Sundial Piece #3
- 8 Secret #3 (Under Church)
- 9 Secret #4
- 10 Valve Pipe (Lower Level)
- 11 Fuse (Upper Level)
- 12 Valve Handle (Lower Level)
- 13 Secret #5
- 14 Bridge Controls (Upper Level)
- 15 Ignition Key
- 16 Unlit Torch
- 17 Spike's Tomb
- 18 Kakistos and Magic Orb
- 19 Start
- 20 Finish





Buffy strides into the cemetery and is surprised to meet Sid the Dummy. After a couple of foul-mouthed utterances, Sid saunters off. He'll explain himself later.

A GRAVE MISTAKE

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVE #1:

Patrol the cemetery and check for any sign of Kakistos.



Once Sid waddles off, you have a second to react as two vampires run in from the opposite side of the cemetery. Prepare for battle!



Buffy hasn't kept the items she collected in the previous level, so run to the large oak tree to grab one of four Stakes, then tap Quick Stake, and engage the vampiric duo.



Alternately, run to the Shovel sticking out of the

ground ahead of you, and use that to mortally wound the vampires. Press the Use button and the Shovel acts like a Stake.



TIP



The Shovel is unwieldy and can be picked up by vampires if dropped. Make sure you aren't too close to your enemy when you begin your attack, or you'll be hit before you can swing the Shovel.



Quickly cull the two vampires, as you now get attacked by a series of zombies, rising from the graves around you. Stay near the entrance, especially if you haven't taken care of the bloodsuckers yet!



Tackle around 12 zombies—they continue to rise from the graves all around the cemetery. Easily dispatch them with simple punching; kicking can cause them to lose their legs.



The "Bestiary" section has further takedown methods for these bags of bones. Attack them one at a time, ideally before they congregate.



After you stamp out the zombie menace, look around the cemetery. In the left-hand area near the entrance is a tree with two Stakes under it.



Along the cemetery's left wall is a sealed door leading to a mausoleum you cannot reach. Continue along and grab another Stake by the stone wall.



NOTE



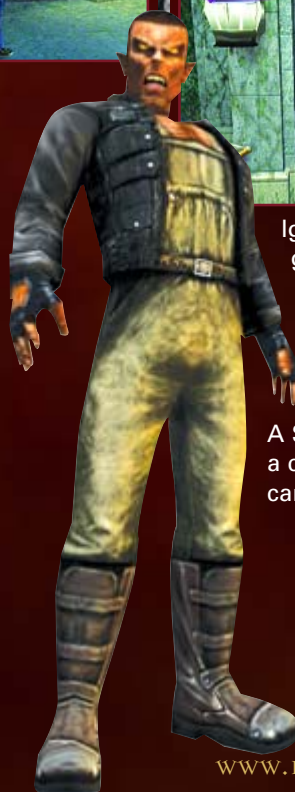
You can desecrate the gravestones of some of the plots in this cemetery by kicking them. Alas, this doesn't quell the tide of undead!



At the far end of the cemetery path are locked crypts, and another Stake near the open raised coffin. You may disturb a final zombie or two, so listen for their summoning sound.



Ignore the groundskeeper's shed for the moment, and check the right side of the cemetery area. A Stake lies next to a crypt door you can open.



Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Enter the crypt (the door is halfway along the cemetery's right side), and run inside. Ahead is a coffin, out of which staggers a zombie. Wait for it to emerge, then dispatch it.



Check the remainder of this crypt. Run up the shallow steps to the barred area, and find a chunk of stone. This is the first Sundial Piece, and you'll need it later. Make sure you grab it!

SECRET

#1 SECRET FOUND!



Did you inspect the coffin from whence the zombie came? Leap inside and take the Hell-Fire bottle it contains.



The exit door is locked. However, there's a floor switch trigger near the central coffin. Stand on that, and the door opens. It closes once you move off the switch.



You need a weighty stone object, like a solid ceremonial urn on a plinth, to activate the switch. There's one against the wall! Pull or push it (with Use button) onto the floor switch, leave it there, then escape.



Head to the groundskeeper's shed, dealing with a zombie near the open coffin by the shed. The door to the shed is sealed. Find another entrance.



Jump on the partially open coffin, run to the rickety

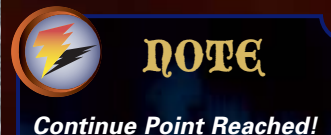
window, and punch or kick it in. Step into the shed, and attack the two undead inside.



Purloin the room's goodies. Find Hell-Fire, a Medi-Pak, and Holy Water on the shelf, and a Stake in the breakable box on the floor.



Exit the shed via the door around the corner. Step forward into a second cemetery. Running in from the other side of the circular path are vampires: two female and one male.



Run into the courtyard and take down all three vampires—don't get stuck at the entrance unless you want to quickly strike each vampire, then back up. This combat takes time, however.



As you demolish the vampires, four zombies appear from the ground. Turn them to dust as soon as you can. Pick up a Spike next to the grave to the right of the entrance.



Make a complete circuit of this area, pausing to pick up two Stakes (one to the right of the mausoleum on the right of the exit gate, and one on the grass, left of the gate). Up to four more zombies make their presence felt here.



With all bags of bones busted, start a clockwise inspection of the mausoleum doorways from the entrance archway. The one to the left opens, revealing a tomb inside.



Creep down the steps, wait for two zombies to appear from a tomb on either side

of you, and smash them apart. Pick up the second Sundial Piece at the far end of the tomb.



Back in the cemetery courtyard, ignore the mausoleum door to the left of the exit gate; there's another way to open this area.



SECRET

#2 SECRET FOUND!



Open the empty mausoleum door to the right of the exit gate, treading on the four crates to uncover two Hell-Fire bottles, Holy Water, and Medi-Pak. This is the second secret.



All other exits are locked and blocked, so run to the double exit gates, around the left open one to the ornate metal door. Push this open and enter the churchyard.



Note the sundial immediately in front of you. Return here after you secure the final Sundial Piece. Head right, collecting a Stake near the dying tree.



Head up the steps, to the gravestones on the right of the church entrance. Three ghoulish corpses appear—thwack them back to their graves, then run around the back of the middle gravestone to uncover the final Sundial Piece.



Before you return to the sundial, make sure the coast is clear by running to the left area of the churchyard, and tackling a quartet of undead ex-parishioners.



Now you can move to the sundial. Place all three Sundial Pieces onto the dial, and a door opens; but not the church door you'd expect. You need a Church Key for that.



The door in question is the one to the mausoleum to the left of the exit gate (now on your right as you retrace your steps to the courtyard). Enter this open doorway after opening the ornate metal doors and retracing your steps.



Inside this chamber are two awakening corpses. Wait for them to emerge, then strike them down to bones and sinew. One of them carries the Church Key. Pick it up!



Run back to the churchyard, and over to the large wooden doors. Open the doors and enter the church, passing through a connecting chamber with stained-glass windows.

CEMETERY



NOTE

Continue Point Reached!



Open an identical pair of double doors, and enter the church. As you walk forward past the pews, turn around and look upward. There's a balcony above the entrance you walked under, and vampires are dropping in from here!



A bunch of vampires drop in from the balcony above, usually to ensure that two are attacking you at all times.



TIP



Ambush these vampires by waiting for each additional vampire by the entrance, behind the spot where they land. Attack them from behind.



When the final female vampire gurgles her last, the double doors to the right of the entrance shatter, and out strides a huge Type IV vampire, and a regular cohort.



Dust these deviants, concentrating on one at a time. Use the pews as a barrier so the vampire you're not attacking has trouble reaching you.



After combat, inspect the church for items. There is a Stake in the debris of the smashed pew at the front of the church, and a Medi-Pak plus two more Stakes behind the altar.



The two other double doors are locked, so go through the smashed doors the two vampires just created, and down the steps. Turn right, and wait for two vampires to run up and attack you.



Take them down on the landing area of the stairs, then continue to the base of the steps. Continue to descend stairs and turn right.



Your stairs end at a decaying door. Three spiders drop down from the ceiling. Stomp on them after they attack or cough up their green balls of poison.



Have Buffy use her punch or kick instead of a key to open the rotten door. This leads to a small square chamber where a large broken bell lies.



NOTE

Continue Point Reached!



Smash open the rotten door to the right of the bell, but don't step inside or you'll be swamped by three zombies shambling around the crypt corridor ahead. Stay at the entrance and demolish them.



Enter the crypt corridor. Turn left, run around the left turn, and break open the four boxes. Two contain Stakes. Now return to the junction and move to the double doors.



Smash these rotten doors with your boot, and step into the mausoleum. Don't venture too far, as six zombies emerge from the wall coffins. They appear two at a time.



Tackle them from the entrance so only one can strike you at a time, then move in to deal with the rest. Take the Stake from the empty wall coffin on the far left area of the mausoleum.





This appears to be a dead end, but your progress isn't stopped if you inspect the wall coffin with the brass handles. There are two; one on the left, and one on the right wall.



SECRET

#3 SECRET FOUND!



From the entrance, move to the brass-handled wall coffin on your right, and press Use to pull it away from the wall. Jump and stand on the coffin, then leap to grab the upper balcony.



Pull yourself up onto the upper balcony and run to the far end to take the Holy Water and a Medi-Pak. Drop back down to the mausoleum area below.



Move to the opposite crypt wall and pull out the other wall coffin. Jump on top of

that, pull yourself up to the left balcony ledge, and run to the rotten wooden doors. Smash them open.



Run along a short corridor and up some steps to a hole in the ground and a ladder leading to the sewers. Ignore this, turn left, and take a Hell-Fire bottle.



When you view the corridor ahead of the hole, you see two waiting zombies. Leap over the hole and engage the zombies, but be prepared for an ambush, courtesy of a bat beast!



Smash and slash at the demon first, finishing him with a Stake before tackling the remaining zombies. You can throw Stakes at the zombies before you leap toward them.



SECRET

#2 SECRET FOUND!



After you subdue the undead nasties, run around the corner to the right and pick up the Sword. Use this weapon for the remainder of this outing.



Return and drop or climb down the hole to the sewer floor below. Use your Sword on two demons (the second one spits acid at you).



Turn around and run past the ladder you just climbed down, and hack the extremities off an undead specimen guarding a dead-end tunnel with two Stakes at the end.



Return to the ladder area, turn right, and move out into a large sewage containment chamber. Head left, and resist the bloodlust tendencies of another demonic foe.



Jog around the central pool of luminous sludge to the only other tunnel exit without bars on it, and run forward, tearing and rending at two vampire demons. Press Use to stake them with the Sword.



Although the ladder ahead looks identical to the one you descended earlier, this one leads to a power plant that activates the electricity to the sewers. If you ascend the ladder, hot steam prevents you from continuing.



Instead, turn right and demolish the four small boxes. These hold Hell-Fire, two Stakes, and a Valve Handle. Take the Valve Handle and run into the main sewage containment chamber.



TIP

After you secure your Battleaxe, switch back to the Sword. It's a faster weapon and won't disintegrate.



Look up to see a metal bridge. This is where you're heading next, but only after you turn left and run to a pipe junction along the circular wall. Place the Valve Handle on the junction.



Turn the Valve Handle and the steam shuts off. Return to the ladder and climb it up to the generator room. Two undead deviants should prove no match for your Sword.



Pause to kick apart three small crates near the archway, and pick up the Medi-Pak, Stake, and Holy Water within. Move around the corner to the fuse box on the wall.



The fuse box is missing a Fuse, and the generator switch can't be activated without it. Move through the mesh entrance to the room in the corner, where a

growling creature knocks out some bricks from a wall.



Finish the job and punch through the wall, then attack two demons lurking ahead and to your right. Once they're dispatched, turn right and kick open two nearby boxes for a Stake and Hell-Fire.



Run onto a large circular mesh platform above the sewage containment pool. Turn left, and jog to a second fuse box area. This one has a spare Fuse. Grab it!



Head back to the original fuse box, and press Use to fit in the Fuse. Press down on the power switch to restore electricity to the sewage facility. Run back to the mesh platform.



Run right this time, to a bridge control lever on the

right wall, opposite the second fuse box. Activate the bridge and it rotates 90 degrees. This couldn't be attempted earlier.



The bridge swings around and links to an upper archway area. Jog across the bridge to the other side, and turn right at the next junction.



Prepare to battle a demon with your Sword, then run to the ladder at the end of the side tunnel. Climb up it to a secret exit in the cemetery.



Slice and dice two zombies, then check the corners of this chamber for a Medi-Pak and a Stake. Exit via the doorway, into a large, flat cemetery plot area.



Two vampiric workmen shamle in to halt your progress, and are joined by four zombies.



SECRET

#5 SECRET FOUND!



After you tear apart the two zombies, move to the alcove with the blocked-up small archway. Stifle a shriek as a zombie devil smashes through to attack you!



Defeat this spiny beast with your Sword, then enter the antechamber the demon came from. A Battleaxe and a Medi-Pak are inside. This is the fifth and final secret on this stage.



TIP

The vampires need a Stake or Sword thrust with the Use button, but the zombies don't!



Continue to explore this area and hack down two more zombies. Four more corpses rise from their graves as you search this area. Dispatch them all.



Check the left side perimeter near the crypts for two Stakes, then inspect the digger. It lacks an Ignition Key. Run to the crypt with the statue of the raven next to it.



All the other gates and doors are locked, and the wall behind the raven statue has a raven emblem on it. Press the Use button next to the raven statue, and its head turns, opening the secret door.



Enter the side of this crypt, and turn right. Wait for the

recently awakened to stumble out of his coffin, then cut him down. Now smash the stone vases in this room. The one in the corner to the right of the door holds an Ignition Key.



Return out of the side entrance, and move to the grave excavator, standing behind it and activating the digger with the Ignition Key. It swings around and smashes the wall to your right.



Step through the rubble, and into a crypt, turning left. Wait for the zombie to appear from his sarcophagus to your right, and tear him into dusty shreds.



NOTE

Continue Point Reached!



Exit the crypt by opening the door ahead, and you enter a two-tiered graveyard. Two vampires are speeding up the steps in front of you to intercept your progress.



Wait at the top of the steps so the fighting ground is even, and skewer them with your Sword. Ignore the lower area, and the part of the graveyard to your right.



Head left, around the raised ground. Stop next to the first coffin on your left, and tackle the emerging zombie. Turn right and head down the long narrow balcony.



Pass the locked gates on your left, and run around until three zombies appear and attack, one at a time. Swipe and tear them apart. Find a Stake below the tree at the end of the balcony.



Run down the steps to the lower graveyard. All the doors on the crypts are locked, so continue around

CEMETERY

to the opened stone coffin, and slash the zombie emerging.



Jump and land on the coffin's lid, then turn right and jump toward the low roof of the crypt on your right. Grab and pull yourself up onto the roof.



Run up onto the glass roof area, and stomp it with your feet. You fall through the glass and into a crypt below. Ignore the large flaming pyre in the middle of the room.



Attack six zombies emerging from the wall coffins. Slash them with your Sword, then smash open the remaining wall coffin seals to reveal a Hell-Fire and Holy Water.

Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Thick spider webs block the exit archway. Take the Unlit Torch from the holder to the left of the archway, and press Use when you're next to the pyre to light it.



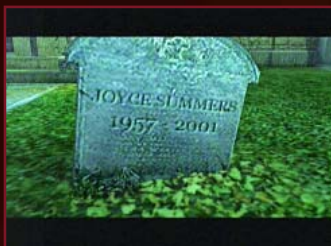
The web can't be hacked through—only burning it allows you to continue. Attack the web with the Torch, then run down a dark crypt passage, and turn left.



You enter a second crypt that is empty. A gate without a handle blocks your exit. Place the Torch on the holder to the right of the gate and it opens. Re-equip your Sword, and climb the steps.



Buffy is shocked to encounter Kakistos as she emerges into the graveyard. As she's about to dust his ugly carcass, he performs a summoning spell.



Buffy can catch Kakistos, or stop the complete resurrection of the entire graveyard. Joyce Summers, Buffy's mom, is one of those buried here!



She decides to stop the summoning spell. Spike emerges from a tomb, annoyed that his sleep has been interrupted. Both of them now face a horde of unearthed undead!

WRECKING THE RESURRECTION

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVE #2:

Defeat the zombies and destroy Kakistos's spell before it resurrects Joyce Summers.



The plan here is simple: Around 20 zombies attempt to swarm and attack you, and you must defeat them all. They move toward either you or Spike.



The summoning spell cannot be dispelled by physical combat until all of the zombies are dispatched. Fortunately, Kakistos's plan to resurrect Buffy's mother never occurs.



Stick by Spike and let him soak up the damage. Zombies appear until four are incoming at once. Herd them to Spike, and attack them using Spike to help you.



Continue this plan of attack, rather than splitting up, as there is no time limit. Let Spike take care of every enemy while you locate the

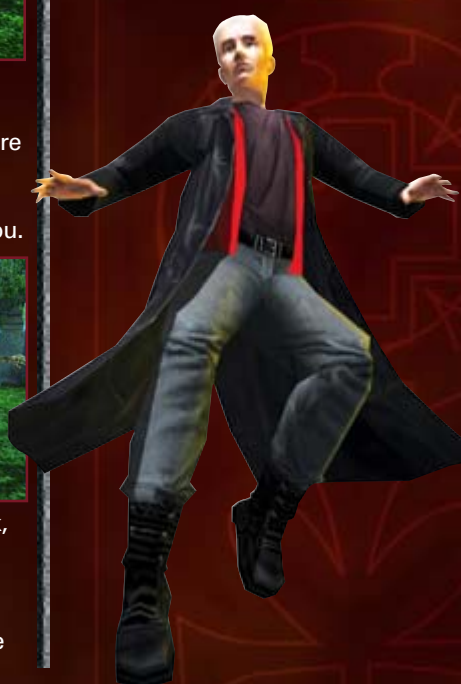
Medi-Pak to the far left of the graveyard, and two Stakes around the perimeter.



When there are no more zombies to cull, move to the large glowing orb near the gates and attack it. Slash it and kick it. Vary your attacks to damage it until it explodes, and your patrol ends.



Spike questions what is going on around here, and Buffy answers that she doesn't know, but whoever's responsible is getting a serious beatdown. Now the action moves to Willow and Xander.



BLOOD FACTORY

OVERVIEW

Tara and Willow perform a locator spell to track Kakistos, but Ethan Rayne reveals himself instead, for the first time. With the aid of some creepy Bakemono, he abducts Tara and holds other hostages that need to be rescued. Xander volunteers for escapee location and extraction, while Willow chases Ethan in the factory's main blood storage area.

GOOD GUYS ENCOUNTERED

Xander Harris (playable)
Willow Rosenberg (playable)
Tara Maclay
Prisoners

ENTITIES ENCOUNTERED

Bakemono
Vampire Type I
Vampire Type II
Vampire Type III

Vampire Type IV
Vampire Spider
Female Vampire Type I
Female Vampire Type II
Ethan Rayne

ITEMS FOUND

Stake
Medi-Pak
Crossbow (Xander)
Crossbow Bolts
Key (storeroom stairwell)
Lighter

Holy Water
Hell-Fire
Water Soaker
Holy Water Ammo
Crossbow (Willow)
Shovel
Spike
Keycard

SECRETS FOUND

#1: Storage Room: Water Soaker on walkway at top of stairwell.

#2: Warehouse: Crossbow hidden behind barrels in dark corner.

#3: Interior Unloading Bay: Hell-Fire and Stake atop container truck.

UNLOCKABLES

#1: Multiplayer: Tara Maclay
#2: Multiplayer: Zombie Demon
#3: Extras: Nicolas Brendon Interview



LEGEND

- a Conveyor Belt Room
- b Outside Alley #1
- c Warehouse Storeroom #1
- d Electrical Fence Courtyard
- e Warehouse Storeroom #2 (North Side)
- f Outside Alley #2
- g Warehouse Storeroom #2 (South Side)
- h Courtyard #2
- i Gas Pipe Room
- j Warehouse Storeroom #3 (With Cage)
- k Large Warehouse #1
- l Loading Bay #1
- m Unloading Bay
- n Blood Vat
- o Blood Pressure Pump Room
- p Locker Room
- q Loading Bay #2
- + Hostage
- 1 Start (Xander)
- 2 Crossbow (In Locker)
- 3 Electrical Fence Power Transformer
- 4 Key (Storeroom Stairwell)
- 5 Lighter
- 6 Secret #1 (Upper Gantry)
- 7 Cage Release Switch
- 8 Start (Willow)
- 9 Secret #2
- 10 Winch Lever (Upper Area)
- 11 Forklift Lever
- 12 Secret #3
- 13 Conveyor Switch
- 14 Keycard (Dropped by vampire)
- 15 Pressure Valve
- 16 Pressure Valve
- 17 Keycard (In Locker)
- 18 Tara Maclay Location
- 19 Ethan Rayne (On Truck)
- 20 Finish

Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Tara and Willow attempt the spell, and the results are unsuccessful. This may be due to the appearance of Ethan Rayne!



Using his Japanese Bakemono to abduct Tara, Ethan misdirects Xander and Willow, leaving innocent prisoners scattered in cells throughout the blood factory. Willow darts off to save Tara, while Xander readies for a spot of prisoner-freeing heroics.

PRISONERS IN PERIL

PLAYABLE CHARACTER:

Xander Harris

OBJECTIVE #1:

Rescue all the hostages.



As soon as you gain control of Xander, you must save the female prisoner from the blood-letting machine within five seconds. Run ahead and right to the large switch by the belt.



Press the switch before the prisoner reaches the series of prongs to save her from being sucked dry. Now turn your attention to the vampire duo running at you.



Quickly turn from the conveyor switch and run to the corner to the right of the entrance door, and pick up a Stake from the ground. Now fend off those fangs!



Pick up a second Stake from a box next to the entrance, then work around the right side of the conveyor to a boarded-up door. Use fists and feet to smash it open.



Around this time a larger vampire biker crashes the party. Defeat him before or after rescuing the prisoner inside the holding cell. Find two Stakes here: Smash the

chair in the cell and punch the wooden boards.



With the prisoner safely out of her confines, ignore the door at the top of the stepped platform area (that's where Willow headed), and exit via the side door instead.



You appear in an unkempt industrial alleyway. Turn right quickly. Two vampire spiders scuttle in toward you, along with a human vampire. Get stomping!



Deal with the spiders first with foot stomps after dodging their attack, then finish the vampire. Check the near wall for two crates, each containing a Stake. Exit via the door in the opposite wall.



Appearing in a storeroom, turn right and fight off the two large vampire

adversaries. After you dispatch them, break the two crates on the same wall as the entrance door for Stakes.



Move to the boarded-up entrance in the room's corner, and dismantle it with your fists and feet. Free the prisoner, then move inside and pick up the Medi-Pak.



Run to the far end of this room, and inspect the metal locker on the right. Kick the central part of it open, and find a Crossbow inside. Take it, and note the extra ammunition to the left of the locker.



Return here for more ammunition. Run around the corner to the side entrance that's boarded up. Smash it to reveal another prisoner.



Turn around and prepare for vampiric combat! A leather

jacket-wearing freak leaps in from behind, and sometimes attacks the prisoner! Defeat him immediately, without wounding the innocent.



NOTE

Try not to harm any of the prisoners; they have only limited health, and if one doesn't make it, you fail your mission!



Bring out your Crossbow, and exit via the door on the opposite wall. You appear outside in a courtyard. To the left is an electrical fence. Touching it shocks and wounds you.



With the right shoulder button prepped, aim the Crossbow at the small power transformer on the far wall. Shoot it once, and the fence's charge dissipates.



Move to the fence where there's a gap in the barbed wire balcony, and move across the fence balcony, leaping down between the second space on the other side.



Drop to the other side of the fence, then turn right and aim your Crossbow at the incoming bloodsucker, peppering him with Bolts until he falls. Use the Crossbow at your own discretion from now on (ideally using all the remaining Bolts).



NOTE

Continue Point Reached!



Open the door the vampire came from, and enter another unloading chamber. Turn right and two vampires leap the high mesh fence to attack. Wait for them and strike as they land.



With the vampires dusted, inspect the box to the right of the fence for a Stake, then open another boarded door. The prisoner inside gives you a Key.



Enter the prisoner's cell and take another Medi-Pak. Exit via the door in the opposite wall to the entrance, and step out into another long, narrow exterior alley.



Two vampires run in from the opposite end of the alley once you look right. Stay at this end and wait for them; notice a third vampire waiting on a winch arm halfway down the alley.



Engage the vampire duo, and once the first goes down, the shiny-coated vampire drops down from above. Dispatch them both.



Turn around, and wait for two spiders to scuttle in from an air duct near the entrance to this alley. Watch their poison attacks! Stomp on both of them.



Now that the coast is clear, run around the alleyway's far corner and uncover the remains of a human. He's got a fancy-looking Lighter!



Take the Lighter, then use the Key (gained from the last prisoner you freed) to unlock the door on the same wall as the entrance door, near the blue barrel.

Buffy

The Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



You appear inside the storeroom, near a stairwell. Turn right toward the steps, and wait for a vampire to trot down into your punches. Take him out, then grab the Holy Water from the desk. Stomp on the chair for a Stake.



SECRET

#1 SECRET FOUND!



Ignore the boarded-up door for the moment, and investigate the stairwell. Ascend the stairs, moving around the walkway to a sealed door. At your feet is Hell-Fire and a Water Soaker!



NOTE

Use the Water Soaker and any remaining Crossbow Bolts for the remainder of Xander's rescue expedition. None of Xander's items transfer to Willow.



Kick open the boarded-up door to the left of the desk on the lower storeroom area. Carefully enter the room beyond—a vampire waits to ambush you on your right!



TIP



Use the Water Soaker to burn that bloodsucker into dust! The Soaker has a container of Holy Water fixed to it. Use around 25 percent of the tank for each vampire; remember to reload after four go down!



Smash the two boxes in the room's left corner for a Stake each, then move around to the metal shelf and stoop to collect the Holy Water Ammo on the ground.



Move to the large metal filing cabinet and pull it backward, revealing a hole in the wall. Once through the hole, you have only a moment to turn right and view a large courtyard full of junk.



Two vampires and two spiders are incoming! This mixture of targets is tricky, so retreat into the hole, and blast one or both of the vampires in the previous chamber.



Stomp on the two spiders, and deal with a third remaining vampire that appears after the previous four enemies are toasted. Search this area to find Holy Water Ammo to the left of the hole in the wall.



Gain another Holy Water Ammo at the far end of the courtyard, near the trash

container. Reload your Water Soaker, then open the exit door near the electrical pole and scattered barrels.



When you enter this small pipe-filled storage room, turn left and stomp the two spiders near you. When they've been neutralized, move to the pipes at the end of the room.



One of them has a valve attached to it. Turn the valve, and green gas begins to seep from the pipe to the left of you. Move over to the escaping gas, and press your Use button.



Did you take the Lighter from the corpse? If you didn't, backtrack and collect it, then return here. Xander runs to safety, throws the lit Lighter at the gas, and creates an impromptu door.



NOTE

Continue Point Reached!



Run through the large hole in the wall to the small room beyond, break a box to reveal a Stake in the right corner, then open the door on the left and stand there, repelling two vampires with your Water Soaker.



Enter this large packing room. A vampire roams on the other side of the mesh fence, but you can't hit him with most of your weapons from your current location. Attack the vampire emerging from the door ahead and on your right.



Before you exit this room, notice a cage switch on the wall to your left. This unlocks the cage with the female prisoner. But if you open the cage while the vampire is still roaming around, the prisoner gets devoured and the mission fails.



Release the female prisoner from the cage after you dispatch the vampire. This may involve retracing your steps, but don't forget about her!



If you want to take down the vampire with fists, feet, or your Soaker (or you've run out of Crossbow Bolts), open the door opposite, enter the corridor, and defeat another vampire.



Enter the door farther down the corridor on the left (find a Stake in a box to the right of the door), and move into the other part of the room you were just in. Take out this last vampire.



Free the prisoner behind the boarded door, and the one in the cage. Both these are possible from the other side of the mesh fence, if you have the Crossbow. Once all prisoners are freed, Xander wonders how Willow is faring.

VAMPIRE TAKEDOWNS FOR TARA

PLAYABLE CHARACTER:
Willow Rosenberg

OBJECTIVE:

#1: (Continued) Rescue all the hostages.

#2: Track Ethan and Tara.



Meanwhile, Willow is searching for Tara at the end of a corridor. Prepare a Fireball and cast it (kick, kick) three or four times to dispatch the two female vampires.



As you step forward, ready a couple more Fireballs for the vampire who comes charging in from the same far corridor end. Check the

corridor for boxes—there's one behind you on your left, and in front on the left. Both contain Stakes. Take them.



Arm yourself with a Stake, run to the end of the corridor, open the door, and step out into a huge warehouse. Ready your spells after walking to the middle of the warehouse.



Two vampires drop down from a stairwell above. Back up, and launch either the Sun-Spell or Fireball until the undead drop into piles of dust. Swing around to face the door you came from.



Two more vampires crash into the warehouse. Use the Sun-Spell as they emerge into the warehouse to dispatch them. Now you can safely check the warehouse ground floor.



Buffy

the vampire slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Heading clockwise from the entrance door, stomp the box to the left for a Stake, run past the containers on your left to the room's far side, and take the Medi-Pak and stomp a box for another Stake. Find a final box containing a Stake at the opposite end of this far wall.



SECRET

#2 SECRET FOUND!



Pass the door to the right of your entrance area, with the blood on the floor near it, and check the junk in the corner to your right. Jump over the barrels to locate the secret Crossbow.



You cannot open the door that has blood on the ground near it. You sense a prisoner in this room, but don't know where. Maybe the answer lies in the control room above you. The stairs are out....



With the Crossbow prepped, move to the stacked containers, and run between them in the area to the left of the entrance. Jump and you pull yourself up onto a container. Alternately, jump and grab the container from the middle of the room.



Facing the entrance door, leap and grab the blue container. Run and jump over the gap to the top of the red container on your right. Now wait a moment.



To prevent being swamped by three female vampires at the top of the broken stairs, wait here with your Crossbow ready (or the Sun-Spell) and wait for a duo to leap up onto the containers. Then strike them down.



Move back to the red container, jump and grab an upper red container, and run across its roof to a gap leading to a balcony. Leap and catch the lip of the balcony, and pull yourself up.



If you didn't stop to take out the vampires, all three attack you in this area. However, only one moves in from the

stairs ahead. Whittle her with your Crossbow.



TIP

You can fall from this area without being hurt. Employ this if you're swamped in combat, or want to return to the ground.



Descend the steps, open the door, and enter the control room. Flick the lever at the room's far end, which winches a container opposite, revealing a door.



Exit the control room, drop to the ground, and run over to the newly revealed door, prepping for an attack. When you open the door, Fireball a vampire who tries to ambush you. There may be another female vampire on the ground at this time.



Enter the room when all vampires have been dusted, and release the doors with the lever between them. A prisoner steps out. Now return to the door with the blood stains near it.



Willow stops for a moment, wondering who is behind this vampire plague, if not Ethan. She contacts Tara, who is encased in a spell. Help is on the way!



A vampire charges out of the door you're about to enter. Deal with him, then enter the exterior loading bay. Turn right, and Fireball the vampire dropping down from above.



You may be running low on spell energy, so turn right, walk to the right of the sloping ground, and pick up a Shovel. Turn around, and wait for the vampire to run at you. Smack and stab it with your Shovel.



Move toward the truck and forklift. Two female vampires

land—deal with them using your Shovel. Look around the bay for items.



There's a box and a Medi-Pak opposite the forklift, and another box in the far left corner. As you begin your search, watch out for two incoming spiders from behind!



After taking the Stakes from the boxes, run to the back of the forklift, and press the switch. This moves the forklift's load upward. Move around to the cement loading ledge.



Leap from the gap in the ledge, auto-grab the crate atop the forklift, and climb onto the container. Turn left, and move to the door, and open it. Cull a final vampire here, if you wish.

WILLOW'S MAGIC BOOK: NEW INSCRIPTION HOMING



Once inside the door, Buffy contacts you with a new spell to attempt! Press kick, punch, kick for a bolt of energy to strike any enemies in it's line-of-sight. You don't need to face your enemy to launch this attack!



Drop the Spike if you picked it up (the Spike is the remains of the Shovel if it broke), and drop onto the ground. Two vampires approach either side of the truck. Try your Homing attack.



NOTE

If you missed the Crossbow secret, return to claim it now! Once on the ground, you can't get back into the exterior loading bay.



After you dust these two jokers, two more vampires appear. Attempt one more Homing attack, ideally in a space wide enough to hit both enemies. Then search this room.



Find an open container under the entrance door. To the right of it is a box with a Stake, and a second box at the far end of the conveyor belt at the room's opposite corner.

Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



As you inspect the conveyor belt, two final female vampires appear. The enclosed space means the Fireball and Stake may be preferable.



SECRET

#3 SECRET FOUND!



Before inspecting the conveyor belt, check out the front end of the parked truck. Leap atop the tire plating, and continue until you're on top of the truck cabin. Leap to the container attached to the truck, race to the far end of the roof, and take the two Hell-Fire bottles and a Stake.



Move to the switch near the conveyor belt tunnel, and press it for a second before

a box enters the tunnel. Stop the box so it's at the edge of the tunnel entrance.



Jump on the stopped conveyor belt, and jump on top of the stopped box. You need to be next to the wall with the dried blood on it. Leap to grab a small square hole above. If the box is too far from the tunnel entrance, you won't make the leap, and must restart the conveyor belt and stop it again.



Clamber into a tiny upper storeroom, grab the Hell-Fire and Stake, then turn right to a second chamber with a hole in the floor. Find a Stake and Holy Water in this room.



Take these items, then drop through the hole, readying yourself for some Gavrok spider squishing. Step on all three quickly.



NOTE

Continue Point Reached!



After the second spider is dealt with, contend with a vampire storming this small office. Tackle him last. Keep moving! The Vampire Type IV drops a Keycard where he falls. Note the Stake on the computer table.



Exit through the only unlocked door, and enter another storeroom. Turn left and tackle a female vampire with a Fireball and Stake.



There's a Stake in the box, and another on a shelf along with a Medi-Pak. The door ahead is locked, but the one on the left leads to a chamber full of blood. Willow isn't wading through that! Don't fall in here, or Willow will drown.



Open the gate, using the Keycard (press the Use button). As you spot a box

with a Stake in it, you're broadsided by three vampires. Try a Sun-Spell to dispatch them all.



Enter the pump room, and move to the right pump with the three valve pipes. Take out another vamp as it runs in from behind, then turn the left and right pipes.



This overloads the pumps and drains the blood from the vat chamber. Retrace your steps. Enter and drop into the empty vat, then climb the stairs leading to the door you couldn't reach when this was full of blood.



Pass through the small storeroom (find a Stake box here), and into a second office with two more spiders to stamp on. Those two boxes near the door contain Stakes.



NOTE

Continue Point Reached!

WILLOW'S MAGIC BOOK: NEW INSCRIPTION SHIELD



Enter the door to the right, and when you step in, Tara tells you to use the Shield Spell (kick, punch). This is added to your Magic Book, but don't use it yet.



Instead, back up into the previous room, and Fireball the incoming vampire. Run into the locker room, take down another vampire, then swing around and strike down another. Try the Shield Spell only if you're feeling overwhelmed.



Two vampires appear from the room you came from. Catch both in a Sun-Spell before they charge. Break the box for a Stake (on the opposite wall).



Enter the restroom and inspect the stalls. The last two contain Holy Water and Hell-Fire. Return and bash the lockers in the center of the locker room. The last two contain a Holy Water vial and a stake. In the corner nearest the door is a Medi-Pak.



Exit the locker room via the far door, turn right and use the Keycard on the computer lock.

Then open the door, and stride into the main unloading dock. There's a familiar shadow atop a container truck!



Ethan has been coaxing you into a battle, but hasn't spotted that Tara has freed herself from her bonds. Finish whipping this deviant's butt!

BOSS ATTACK! ETHAN RAYNE



Ethan Rayne cannot be harmed, so don't try to target him. Instead, cast Shield, then run down to where Tara is, and make sure both of your health bars aren't depleted.



Achieve this by attacking three sets of two vampires that leap down from Ethan's vantage point, and shrugging off (or dodging) Ethan's blue fireball bolt.



Cast Fireball, Sun-Spell, or Homing at the vampires as they close in to Tara, making sure all of them are at least almost defeated before they reach her.



Watch both of your health bars. If Tara's is low, you aren't defending her from attacks, so step in and absorb Ethan's bolt if he aims it at Tara, and waylay all vampires so they fall or are weakened before they reach her. Tara easily dusts wounded vamps, so don't try to destroy everything or you'll weaken yourself.



After you destroy the six vampires, Ethan leaps from the container and disappears. Willow helps Tara to her feet; she's going to take Tara to have that shoulder looked at.

MAGIC BOX REVISITED

OVERVIEW

The gang reunites at the Magic Box to compare notes. When Giles goes to retrieve mail-order forms, Kakistos reappears and informs Buffy of the trap he has set for Giles. Can you rescue him in time? The environment is familiar, but the mixing of ancient concoctions and the attacking of new and powerful beasts is not.

GOOD GUYS ENCOUNTERED

Buffy Summers (playable)
Rupert Giles
Anya
Willow Rosenberg
Xander Harris
Tara Maclay
Faith

ENTITIES ENCOUNTERED

Kakistos
Vampire Type I
Vampire Type III
Vampire Type IV
Gargoyle
Ethan Rayne

ITEMS FOUND

Stake
Hell-Fire
Holy Water
Medi-Pak
Battleaxe
Shovel
Bibeau's Compendium
Crossbow
Gargoyle Claw
Gorgon Stake

SECRETS FOUND

#1: Basement pentangle drape room: Small chest behind red curtain.
#2: Basement connecting chamber: Small chest on ground.

UNLOCKABLES

#1: Multiplayer: zombie devil
#2: Multiplayer: bat beast
#3: Extras: Robin Sachs Interview

STREET LEVEL



BASEMENT

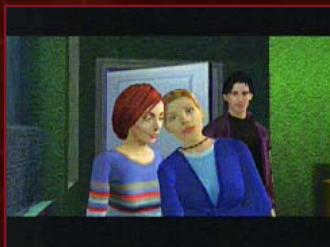


LEGEND

- a Sunnydale High Street (Not Visited)
- b Study
- c Counter
- d Library Balcony
- e Back Yard
- f Training Room
- g Cellar Room #1
- h Cellar Room #2
- i Cellar Room #3
- j Cellar Room #4
- k Jail Cell
- 1 **Potion Mixture (Green: Gorgon Venom)**
- 2 **Potion Mixture (Red)**
- 3 **Potion Mixture (Blue)**
- 4 **Potion Mixture (Purple)**
- 5 **Bibeau's Compendium**
- 6 **Entrance To Jail Cell**
- 7 **Start**
- 8 **Rupert Giles (Wounded)**
- 9 **Secret #2**
- 10 **Gargoyle Claw**
- 11 **Secret #1**
- 12 **Finish (With Giles)**



While Anya pores over a book, Buffy and Giles ponder the situation. Spike has been hitting the usual vampire hideouts, and Sid's not the only dead guy running around.



Are we dealing with alternate dimensions? Willow, Tara, and Xander arrive before Giles answers that question, telling the assembled crew that the factory has been morphed into a blood-collecting hellhole.



Xander, Willow, Anya, and Tara leave, while Giles goes down to the cellar, leaving Buffy to be surprised by Kakistos! He wants to know how Buffy will function without her Watcher!

GATHERING OF THE GARGOYLES

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVES:

#1: Reach Giles in the basement, and check that he's okay.

#2: Find Bibeau's Compendium and return it to Giles.

#3: Locate the gorgon venom, and use it to make Gorgon Stakes.



Once the hoofed freak has vanished, he leaves two vampire bodyguards to have at you. Turn left and run toward the bookcases opposite the counter, or toward the library balcony.



Head to the bookcases, or under the balcony, and fill your Stake quotient at the crate there, either between the bookcases or at the far end of the shop floor. Now turn, brandish a Stake, and defeat both vampires.



Face down two vampires heading in from the street, into the study area. Strike them down to size with haste, as more bloodsuckers are coming!



The door to the outside of the shop, near the key holder, bursts open, and two more deviants of the night rush in. Dust them before you rummage around the shop.



Look around the shop. Many items are in similar positions to those the first time you fought here. Take the Hell-Fire bottles from the bookcases below the library.



You can climb into the library, but there's nothing of interest up here. Find another Stake box in the carpeted shop area below, plus four smoking saucers of potion mixture.



A blue one is on the round table (next to the two chairs you can stomp into Stakes), and a purple one is on a side table near the door to the training room (near a bookshelf with Holy Water, Medi-Pak, and Hell-Fire).



The third is red and on the counter, and the fourth is green and on the side cabinet near the steps to the study. These are useful later. For now, claim the Hell-Fire from the study bookshelf, and the two Holy Waters and a Medi-Pak from behind the counter. Now choose from three exit choices: Out the door under the library into the training room, out the door near the key holder to the backyard, or down the stairs to the basement.



Door to training room. Not recommended.

CHAOS BLEEDS



Door to backyard. The way to go!



Door to basement. Thoroughly not recommended!



The easiest way to find Giles is by heading into the backyard.



RESCUING GILES: THE THREE PATHS



NOTE

As you must retrace your steps to the basement area later in this mission, item locations are described later.

PATH I: BASEMENT



If you must investigate the basement, you find the same series of rooms Spike fought through, but you end up at a dead-end. Run down the stairs, and tackle two worker vampires in the first room.



A third vampire runs in from the stairs as you reach the door near the pentagram drape. Knock him back and enter the next room. Defeat two vampires in here, and another who opens the exit door and runs in to feed on you.



The final room (with the gargoyle holding the Relic

that Spike found in the first level) has a vampire in it, and a locked door. The only addition is a small treasure chest containing a piece of demon.



You've reached a dead-end. Return to the shop floor the same way you came. Battle a vampire in each of the two rooms you must traverse to the stairs, and two more in the shop's study area.

PATH II: TRAINING ROOM



Take the exit under the library balcony, and emerge in the training room where Xander used the Crossbow earlier. A pommel horse has appeared in this chamber.



So have two vampires. Bust them and dust them with deadly strikes, then search the room for Holy Water and a Medi-Pak by the desk. Notice a Stake crate in one corner and a Battleaxe in the other corner.



Snag all the goodies, then run for the door Xander couldn't open previously. This leads to the backyard, and the entrance to where Giles is located.



NOTE

Entering the training room is optional. If you crave the Battleaxe, and a Medi-Pak and Holy Water, stroll through here. Otherwise, ignore this area.

PATH III: BACKYARD, AND TO GILES



The only way to locate Giles is via the backyard, accessible through the door at the end of the counter near the key holder, or through the far end of the training room.



No matter which entrance you take, two vampires lurk here. Finish them off, then take the Shovel from behind the area near the wheelie bin.



Move over to the glass flooring and stomp on it. Buffy crashes down into the basement's caged area, where Spike found Tara and Anya.

VENOMOUS CONCOCTIONS



Giles is alive, but hurt. He cannot climb the rung ladder, and he's staring into the fearsome forms of two gargoyles. He tells Buffy that she has to find a way to defeat them.



One of Giles's spell books, Bibeau's Compendium, has the appropriate details, and it's somewhere in the shop. Find that book and bring it to him!



You cannot enter from the caged area to the gargoyles, as you haven't figured out how to harm them yet! Instead, climb up the rung

ladder, into the backyard. Prepare for two vampires at the top.



Move back into the shop, and run to the library ladder and climb it. Two vampires drop down to intercept, but try to reach the balcony without being brought down by their Hell-Fire attacks.



Defeat the vampires by attacking from the ground, or waiting at the top of the ladder for them to leap up, then punch and kick them as they land (they can't harm you this way).



With the two vampires staked, grab the book from the shelf that Buffy wasn't interested in earlier, jump off the balcony, and return to the incapacitated Giles. Drop down to him.



After a quick perusal, Giles mentions that the gargoyles are susceptible to a

MAGIC BOX REVISITED



study. There's no way around it now; you've got to explore the basement!



Head down the basement steps from the study door entrance, and move into the large, bookcase-filled main area with the pentagram drape. Bash down two vampires, then search the place.



Find a Crossbow and a Stake crate in the alcove under the stairs, and Holy Water on a side cabinet. Collect the goodies, then inspect the red curtain on your left.

concoction called gorgon venom, and he's got some in the shop. You need to find the correct venom type.



Achieve this by dipping a gargoyle part in the venom to check how it reacts. There's a part in the shop, but Giles doesn't know where. Climb back up to the backyard and start your search!



Enter the shop, and tackle two vampires, each appearing from opposite doorways, and a third in the

Buffy

The Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



SECRET

#1 SECRET FOUND!



As you reach the red curtain, a vampire attacks you. Stake a claim to his form, then inspect the other side of the curtain. There's a small chest here! Open it to claim your secret—a Medi-Pak.



Open the door near the purple pentangle drape, and fire Crossbow bolts into the two incoming vampires (for extra ease, back up into the bigger room).



Enter the storeroom, finishing off a third vampire who enters from the exit door, then smash the chair near the lace curtain for a Stake. That's the only item in this chamber.



Head into the final basement room, turn right, and dust the vampire around the door. Take the Hell-Fire from the bookcase, smash a nearby chair for a Stake, and grab the Medi-Pak from inside the secret compartment Spike uncovered.



Ignore the door that leads to the gargoyles and Giles, and open the chest next to it. Take the Gargoyle Claw, and return to the magic shop.



NOTE

Continue Point Reached!



Take down two vampires in each of the basement rooms on the way back up the steps, and another two in the study. Once the coast is clear, move to the counter area.

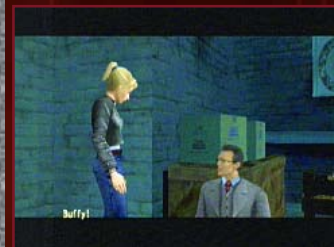


The concoctions you spotted earlier contain magical mixtures of venom. Ignore the red, purple, and blue potions, and check the green potion on the side table in the area opposite the counter.



Press the Use button and the claw reacts with desired

results. Press Use again to dip a Stake in the venom to create a Gorgon Stake. Don't equip it yet!



Return to the basement area where Giles lies prone, moving through the backyard and dropping down. Giles is pleased with your mixing capabilities. Now destroy the gargoyles!



TIP



Equip the Gorgon Stake before you open the cell door and attack the creatures. Only this weapon defeats them!

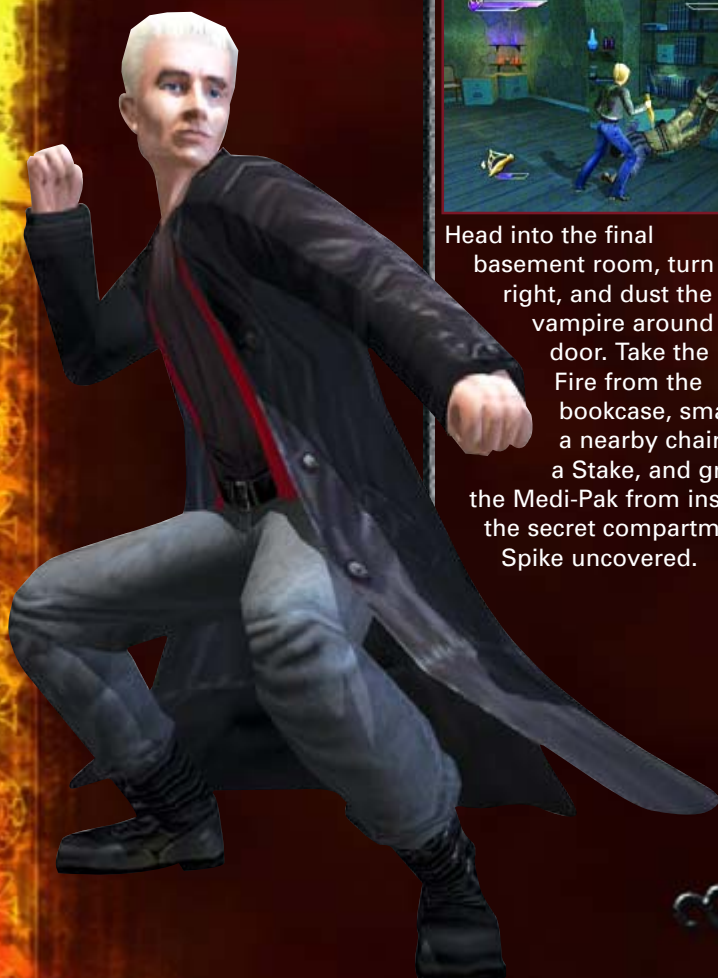


Defeat the gargoyles as you would a vampire, but attack each gargoyle one at a time, and use the Stake only when the gargoyle is drained of health, or knocked over.



TIP

You can make more than one Gorgon Stake as long as you have an ample supply of stakes in your Inventory.





Giles is impressed once you dispatch these beasts! He's now making a break for freedom, and you're his bodyguard! He has a damaged hip and can only hobble.



TIP

Defending Giles is easier than it sounds. You only need to worry about enemies attacking from ahead of you, so waylay them before they reach Giles. If Giles is hit, he falls after around eight hits, so keep an eye on him, in case a vampire passed you. Don't try any special spinning kicks while near Giles; you can harm him with your attacks!



While Giles hobbles into the area you're in, search the chamber for a Hell-Fire bottle, a Stake crate, and a Medi-Pak next to the exit door. There are no enemies to worry about.



Open the door to the room with the other chest and step inside. This is where your bodyguard skills are first tested. While Giles hobbles in, stay around 10 feet from the exit door.



When the door opens, charge in and strike down two vampires before they can enter the room. Block their path, and use either the Stake or the Gorgon Stake to dispatch them.



Although you may want to watch Giles, he's safe. This allows you to move into the storeroom and wait on the red rug for him to catch up with you. Don't worry about holding the door open for him—it's more important to get into position.



As soon as the door begins to open, charge in and prevent two more vampires from moving toward Giles. If one passes through into the room, run and Stake him quickly.



Enter the last part of the basement, and wait on the molding rug in the main area for two final vampires to charge in from the stairs. Stop them at the white gargoyle statue and defeat them.



Now wait for Giles to wobble to the base of the steps. Once there, Buffy helps him back to the magic shop study.



Buffy sits Giles down. She slays her last vampire, the street door opens, and in strides Faith! Is this all a crazy bad dream?



It appears not. After Faith went all *Body Snatchers* on Buffy, and had that L.A. rampage problem, she's been spending some time in jail. It wasn't her idea to break out.



Ethan Rayne, it seems, was responsible, and he joins Faith in the study. Buffy isn't interested in answers right now; only doctors. The next plan is to get Giles to the hospital.



SECRET

#2 SECRET FOUND!



Open the door to the connecting chamber leading to the room where you found the Gargoyle Claw. Once inside, open the chest on the ground and take the Medi-Pak from inside. That's your other secret!

DOWNTOWN SUNNYDALE

OVERVIEW

After Ethan Rayne reveals the details of his dubious plan, Buffy is forced to go to an alternate-dimension version of the Sunnydale town square, rescue Willow, Faith, Spike, and Xander, and bring them back to reality. She can locate and free her compadres in any order she likes, but she must heed a serious warning; the streets are teeming with vampires!

GOOD GUYS ENCOUNTERED

Buffy Summers (playable)
Rupert Giles
Willow Rosenberg
Xander Harris
Faith
Spike
Sid the Dummy

ENTITIES ENCOUNTERED

Ethan Rayne
Vampire Type I
Vampire Type II

Vampire Type III
Vampire Type IV
Vampire Type V
Female Vampire Type I
Zombie Demon
Zombie Devil

ITEMS FOUND

Retrieval Spell
Stake
Medi-Pak
Fuse
Turnstile Ticket

Holy Water
Sparkplug
Keycard (cinema office)
Pitchfork (Spike)
Pool Cue (Spike)
Hell-Fire Ammo
Hell-Fire
Baseball Bat (Spike)
Hell-Fire Soaker
Flashlight
Bank Vault Code

SECRETS FOUND

#1: Cinema: Holy Water behind desk in office.
#2: Willy's Bar: Three Hell-Fire bottles next to the pinball machine.
#3: Warehouse: Medi-Pak and Baseball Bat amid large boxes.

UNLOCKABLES

#1: Multiplayer: Materani
#2: Extras: Chaos Bleeds Comic Book



LEGEND

- a High Street
- b Cinema (Willow)
- c Bakery Truck
- d Willy's Bar (Spike)
- e Warehouse (Xander)
- f Bank (Faith)
- g Sewer
- 1 Start
- 2 Finish
- 3 Fuse (Projector Room)
- 4 Turnstile Ticket
- 5 Willow
- 6 Secret #1
- 7 Water Pump
- 8 Sewer Entrance
- 9 Sparkplug (Lower Level)
- 10 Sewer Exit
- 11 Keycard (Dropped By Willow)
- 12 Locked Mesh Door
- 13 Truck Switch
- 14 Locked Mesh Door
- 15 Spike
- 16 Secret #2
- 17 Shutter Door Release
- 18 Secret #3
- 19 Winch Control
- 20 Xander
- 21 Refuse Dumpster
- 22 Elevator (Upper Level)
- 23 Hell-Fire Soaker (Middle Level)
- 24 Flashlight (Lower Level)
- 25 Vault Intercom (Lower Level)
- 26 Bank Vault Code (Upper Level)
- 27 Vault and Faith (Lower Level)



While Giles recuperates, Buffy holds Rayne firmly by the neck. She wants answers but she won't like hearing them! Rayne began to pray to the Lords of Chaos while in captivity, but they weren't listening, as he turned his thoughts to The First.



The First is the primordial darkness who created Evil. Bargaining with The First, Rayne escaped and was challenged to a contest of will and cleverness. Both The First and Rayne each choose five champions. Rayne counted up Buffy and Faith, Willow, Spike, and a werewolf fellow who's appeared to have skipped town.



Xander will have to do. Just as Buffy begins to protest, Willow disappears. The contest has already begun; the team has no chance to refuse! Teleported to The First's dimension, Buffy grabs Rayne and they appear in a ransacked Magic Box. Her four friends are scattered about town. Take the Retrieval Spell and return them.

THE MEAN STREETS OF SUNNYDALE

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVES:

#1: Find the gang and return them to the Magic Box.

#2: Return to the Magic Box.



Watch the main street to your left—a vampire runs in. Use combination attacks on this freak.



Before dispatching this vampire, run left to the tree in the corner of the street parking area, pick up a Stake, and plunge it into your foe. Now inspect this area.



Aside from the lone Stake, this area is devoid of useful items, and all doors are locked. Stand by the upturned shopping carts, in front of the hardware store to engage another vampire.



Once he's out of the way, move to the small alcove with the fire barrel, and pick up another Stake. Another vampire approaches from the road ahead.



TIP

Short on Stakes?

Vampires don't like fire, so position yourself and push the vampire so he hits the fire barrel during your attacks. Instant dusting!



As you reach the car that's rammed the tree, prepare for another vampiric takedown. Grab the two Stakes under the tree the car has hit, then continue toward the street corner.



At the corner, you may be waylaid by a vampire incoming from behind. Tackle him, then look left at the street, and right at the cinema playing the movie *Vampires Strike Back*.



NOTE

The following tactics show the easiest order in which to free your four friends, based on how close they are to your current position. However, you can release them in any order you like. The Fuse you find while searching the cinema for Willow is the only way to later free Xander, so you're encouraged to follow the routes described below. If you require the Hell-Fire Soaker, skip to the section marked "Bank on Buffy: Finding Faith," and complete that first.

MOVIE MAGIC: FINDING WILLOW



Step up to the roped area and double cinema entrance doors, and enter the cinema foyer.



Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Tackle the vampire that runs in at you. Explore the rest of the foyer and find a Stake near a magazine rack, and a chair that can be destroyed for a second Stake.



NOTE



Look at the movie posters throughout the cinema—this theater's showing some classics.



Enter the double doors into the main waiting room and pay desk. The cashier wants to take a bigger bite out of your pocket than usual. Strike this blood-sucker down.



Despite the cinema's unkempt state, the turnstiles refuse to open, meaning you have to find a ticket to continue. Turn and head up the stairs.



At the top of the steps, attack the vampire and inspect the foyer end from which he came. All the doors are locked, and two chairs can be turned into Stakes. Turn and face the corridor.

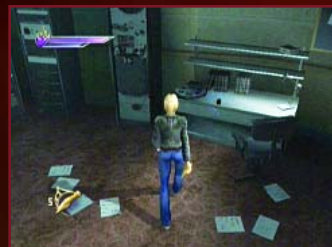


Edge down the corridor until you see both the door to your right, and the one ahead, open. Stand your ground and overwhelm the incoming vampires.



Beat down a third vampire coming in from the door ahead of you and enter the

room behind the door to the right. You step into the projectionist's room.



Go on a scavenger hunt in here. Turn a chair into a Stake, grab a Medi-Pak from the shelves, and shatter the glass in the two equipment stacks. Take the Fuse on the desk.



NOTE

This Fuse is vital to freeing Xander Harris, and not Willow Rosenberg. Keep this for later.



Enter the office room, and move toward Willow, who's stuck behind two doors. The doors are locked with a Keycard that Willow has. Move around to an outside window so she can drop the Keycard to you.



The window is outside of the cinema restrooms, which are past the turnstiles. Look on the left table for a Turnstile Ticket to Mexican masked wrestling.



SECRET

#1 SECRET FOUND!



Before you leave, inspect the area behind the desk in the far right corner. Next to a fallen filing cabinet is a secret: Hell-Fire ammo. Bag this, then retrace your steps.



Return along the corridor, tackling two vampires and going down the stairs and toward the turnstiles. Press Use at either turnstile ticket holder to feed your Turnstile Ticket in.



Enter the second foyer section. If you head right, you reach a dead end with only three Stakes (two from chairs, one on the ground).



At the end of the corridor, two vampires jump you from the left and right. Defeat them, then turn around and tackle two more jogging in from the cashier's terminal.



Locate two more "Stake chairs" in this area, then move to the double doors, and enter the ladies' restrooms. Two vampires guard this room.



Strike them down, then move to the window and peer out. A mechanical pump is in the street outside. Smash the window and climb out.



You appear in a dingy alley. If you wait for a moment, a vampire leaps in from the left. Dust him, and a second vampire running in from the right.



The water pump doesn't work, and the mesh door to your left is locked. Strike down a third vampire, and head right. Find a Stake by some pallets in the left alley.



Head for the opening in the other mesh wall, kick open the Stake in the box behind the open manhole cover, then drop or climb down the hole into the sewers below town.



Turn right if you're climbing down the ladder, and prepare to repel a zombie demon and zombie devil.



Search the tunnel alcove where the two monsters came from, and discover a Sparkplug. Pocket that, and enter the doorway that unlocks with the green light above it.



This leads to a cellar storeroom full of green gunk. Defeat the vampire in this chamber, then backtrack to the alleyway. Buffy hasn't brought her scuba gear, so don't dive into this noxious waste.



Head out of the mesh doorway, turn left, and fix the Sparkplug to the water

pump. It begins to remove the sludge from the chamber below. Head down the manhole into the sewer.



Enter the sludge room (watch out for another vampire!), and drop down where the gunk once was. Climb the ladder opposite, then the one left of the metal ledge. The fire exit is locked.



At the top of the ladder you're behind the mesh wall with the door you couldn't open. Willow waves from the nearby window, and drops that Keycard you need.



Return to the cinema office. Don't traipse back down to the sewers (you can't exit the sludge cellar). Instead, smash the lock with your fists and open the mesh door. Take the Pitchfork before leaving.



Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Stake out a vampire near the water pump, then leap back into the restroom. Take down two vampires on the way to the turnstiles, plus another incoming from behind just as you reach the cinema office door.



Swipe the Keycard in the reader at the double doors (press the Use button). Enter the manager's office, and Buffy sprinkles the Retrieval Spell on Willow. One down, three to go!



NOTE

Continue Point Reached!



Head back to the street. Harpoon a vampire at the top of the stairs, and another in the entrance foyer. As you emerge from the cinema, continue straight.

FREE WILLY'S: FINDING SPIKE



Head toward the crashed bakery truck, and swipe the vampire that drops down from it. Find a Stake under the tree to your right before you reach the truck, and two more near the fire barrel to the right, and behind the truck.



When you reach the back of the truck, turn and engage an incoming bloodsucker, then inspect the truck's trailer. A button opens the container's back doors.



Leap onto the platform, and into the truck's container. At the far end, pick up the Medi-Pak, then drop into a small warehouse where the front of the truck has caught fire.



Smash the Stake box next to the rig's wheels, then open the door in the right wall. This leads to an alleyway between the bakery and Willy's Bar. Turn left, around the back of the bar.



NOTE

The container truck's doors close as soon as you step in. The only way back into the street is to bash the lock on the mesh door near the locked side entrance to Willy's Bar.



As you round the corner, you're waylaid by two vampires. That Pitchfork should still be intact, so use it, or push the vampires into the fire barrel. Pause at the corner to collect a Stake from a pallet.



Prepare for pitched battle! Three more vampires attack from all sides, and after you take them out, two more emerge from the bar

doorway at the alley's far end. Wait by the fire barrel for best attacking results.



Move to the far end of the alley, pick up the Stake from the corner barrel, and enter Willy's Bar via the only unlocked door in this area. Stride through into the pool table area.



The bar is almost deserted, as all the patrons already challenged you in the alley. Pick up the Pool Cue, then walk over to the bar. Isn't that Spike propping up the end of the bar?



After a terse conversation with Spike, Buffy sprinkles him with Retrieval Spell fluids, and he disappears. That's two down, and two more to find! Check the bar for goodies!



NOTE

Continue Point Reached!



SECRET

#2 SECRET FOUND!



Locate the pinball machine in the corner and stamp on the box to the right of it. Take the Stake, and the secret stash behind it: three Hell-Fire bottles!



Search behind the bar for a Medi-Pak, and stamp on the two boxes behind where Spike was standing for Stakes. Head out the bar by the other exit area, pausing to pick up Hell-Fire Ammo.



Step into the alley, knock the lock off the adjacent metal door, and walk out into the street to the left of the crashed truck. Turn left, and jog down this new stretch of road. Xander's next!

BOXING CLEVER: FINDING XANDER



Check the tree on the right for a Stake, and discover two more near the locked hut. Move up to the two large garage doors, and check the fuse box in the middle. It's missing a Fuse.



Press Use to insert the Fuse you found in the projectionist's room in the cinema. If you didn't find it, launch another offensive in the multiplex! Press Use again to open the right garage door.



A zombie devil and demon wait inside this warehouse. Attack and destroy them both.



If you look around this warehouse, you spot loads

of boxes, but also Xander, who's stuck atop a ledge. He won't drop down, and the stairs are out!



SECRET

#3 SECRET FOUND!



Before rescuing Xander, search the warehouse floor for goodies. Find a secret stash with a Baseball Bat and Medi-Pak behind the larger boxes, hidden between them.



With all doors locked, the only way forward is to climb the intact stairs opposite Xander, and inspect the green control panel. Press Use, and a winch device whirs into life.



It moves the winch from the far to near side, stopping at the gap to your right. Leap at this winch to grab it, riding it to Xander's balcony.



Press Jump to drop off, run around, and Buffy sprinkles the Retrieval Spell onto Xander. Now Faith is the only one left to rescue.

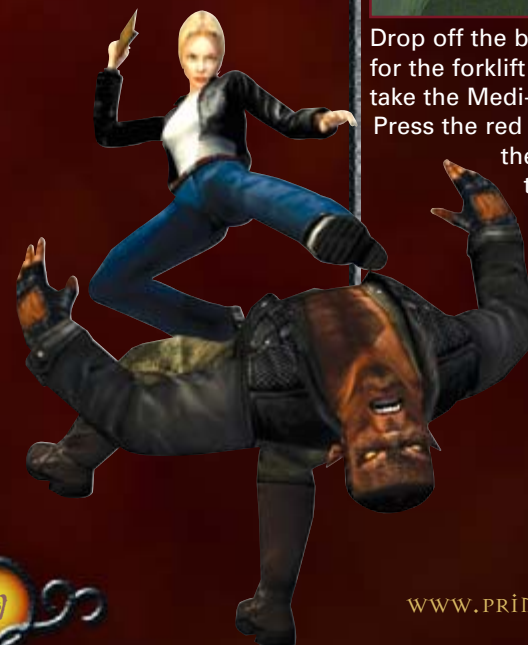


NOTE

Continue Point Reached!



Drop off the balcony, head for the forklift truck, and take the Medi-Pak behind it. Press the red button next to the garage door to open it, and step into the street.



Buffy

the Vampire Slayer

CHAOS BLEEDS

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Move to the junction where the truck is, and move left. Wait near the truck and take out three vampires running in to strike you. Then move toward the overturned bus.

BANK ON BUFFY: FINDING FAITH



If needed, grab a Stake by the far tree nearest the bus, but otherwise, turn right into an alley. This is the bank's back entrance, where you're sure Faith is being held.



Notice four Stakes on the ground to your left, and a locked door at the end.

Find another way into the bank! Check the rusting trash bin, standing between it and the door.



Press the Use button and pull the bin toward the door until Buffy pauses. Release your grip, then jump onto the bin's top, and leap up to grab a fire escape ledge.



Pull yourself up, run to the end of the balcony, and ascend a ladder. You reach an upper ledge with a boarded-up door at one end. Stoop to collect two Stakes, then batter down the boards.



Enter the bank's waiting room, and swing your bat against two vampires to your right. Step to a corner and turn to face two more incoming vampires, then a final three emerging from the balcony.



Check the room for Stakes (two in the corner near the elevator, one you can fashion from a chair to the right of the elevator, and one by the upturned table), then open the door on the same wall as the entrance. This leads to a dark office room that can't be investigated properly.



Step forward into the elevator. You currently are on the second floor. The left elevator switch moves you down a floor, and the right one takes you up a floor.



TIP



Each time you press an elevator button you ride down or up one floor. You need only visit the basement floor and the second floor. The first floor is optional; visit it for an optional pick-up, then avoid the floor altogether.





Ride the elevator down to the first floor. Step out, and into a confrontation with three vampires. Bust them and dust them, then explore the surrounding area.



Step toward the door at the end of the corridor, and stoop to pick up the Hell-Fire Soaker. Use this for the remainder of this mission.



TIP

To maximize the Hell-Fire Soaker's capabilities, you may want to retrieve this prior to rescuing the rest of the team. However, there's only one other place to find ammo, which limits the number of vampires you can strike.



Check this level's foyer to find a chair near the elevator you can turn into a Stake, and an exit back to street level. Don't exit yet; when the door closes behind you, you have to retrace your steps.



Circumvent the doors to the small offices by smashing the windows and peering inside. There's nothing in here to pick up, so return to the elevator, and head down (right side switch).



Step out into the basement vault area and use Hell-Fire Soaker on two incoming vampires. Find a Stake by falling masonry.



The vault is locked with a combination, so run ahead into the control room. Turn right and press Use on the panel, and Buffy picks up Faith sitting inside the vault. Here's somewhere that can finally hold her!



Search the left control panel and pick up a Flashlight. Turn to the room's far end and grab the Medi-Pak, then stroll back to the elevator and ride it two floors up. Don't get out on the first floor!



When you reach the second floor, move to the dark manager's office, and bring out your Flashlight. Use it to look around the room. The Bank Vault Code is on the desk.



Head back down the elevator to the basement (down two floors). Step out and tap the code in the keypad to the vault's left. The door swings open.



Step inside to meet Faith who's draped over a chair, bored to tears. Sprinkle the Retrieval Spell on her, and Faith joins the rest of the crew. Your main mission is complete!



NOTE

Continue Point Reached!

RETURNING TO THE MAGIC BOX



Head back to the elevator, and ride it up a floor. Exit via the door to the ground level street. Run to the junction, turn left, reach the bakery truck, turn left again, and run to the cinema. Then make a right. If you don't stray from this path, expect to flame around four vampires.



NOTE

You can retrace your steps to previously explored areas if you want more vampire combat. However, we recommend returning to the Magic Box as soon as you can.



When Buffy reaches the crashed car, Sid greets her. He could have explained the situation before, as he met The First a long time ago, when he was human. He tells Buffy that once The First is vanquished, all shall live. The key to victory is Hope's Dagger.



SUNNYDALE HOSPITAL

OVERVIEW

The first step en route to collecting the body parts of 12th-century champion Cassandra Rayne, the hospital contains the scariest horrors of nightmares past. While the rest of the crew barricade themselves in, Buffy and Sid infiltrate the hospital and attempt to locate the morgue.

GOOD GUYS ENCOUNTERED

Buffy Summers (playable)
Sid the Dummy (playable)
Rupert Giles
Willow Rosenberg
Xander Harris
Faith
Spike

ENTITIES ENCOUNTERED

Ethan Rayne
Vampire Type I
Vampire Type II
Vampire Type III
Vampire Type IV
Vampire Type V
Zombie
Materani
Zombie Demon
Zombie Devil
Psycho Patient
Materani
The First

ITEMS FOUND

Stake
Holy Water
Medi-Pak
Hell-Fire
Shovel (Spike)
Spike
Crossbow
Keycard (elevator)
Water Soaker
Severed Hand
Crossbow Ammo
Holy Water Ammo
Hammer
Gas Canister
Eyeballs

SECRETS FOUND

#1: Ward corridor: In storeroom with boarded up door.
#2: Courtyard: On roof above entrance to courtyard.
#3: Courtyard: Between roof areas just before final courtyard exit.

UNLOCKABLES

#1: Multiplayer: Sid the Dummy
#2: Multiplayer: psycho patient
#3: Extras: James Marster's voice over

LEGEND

- a Corridor #1
- b Corridor #2
- c Courtyard
- d Roof
- e Elevator #1
- f Corridor #3 (Dead End)
- g Fire Escape Balcony
- h Projector Room
- i Fire Exit
- j Rooftops
- k Corridor #4
- l Elevator #2
- m Corridor #5 (Sid)
- n Mortuary
- 1 Start #1 (Buffy)
- 2 Sid
- 3 Secret #1
- 4 Finish #1 (Buffy)
- 5 Fiery Blockade
- 6 Start #2 (Sid)
- 7 Oxygen Cylinders
- 8 Barred Doors
- 9 Ladder To Roof
- 10 Secret #2
- 11 Skylight
- 12 Keycard (Dropped by vampire)
- 13 Elevator Access Terminal
- 14 Fire Exit Door
- 15 Open Window
- 16 Fire Alarm
- 17 Severed Hand
- 18 Secret #3
- 19 Finish #2 (Buffy)
- 20 Start #3 (Sid)
- 21 Hammer
- 22 Gas Canister
- 23 Fiery Blockade and Oxygen Cylinder
- 24 Finish #3 (Sid), Start #4 (Buffy)
- 25 Hospital Records (Sid)
- 26 Cassandra's Eyeballs
- 27 Finish #4





Spike strides to meet the assembled party, asking about Hope's Dagger. It was forged with the first ray of light to hit the earth, and used in the 12th century by Cassandra Rayne.



Ethan's ancestor faced The First, and even struck the beast down in combat. Being immortal, Cassandra couldn't be defeated by the beast, only dismembered. Her parts are scattered throughout the evil realm Buffy and the gang are in.



First stop, according to Sid, is the hospital, where Cassandra's Eyeballs are kept. Once she's put back together, Cassandra can find the dagger and defeat this menace. Buffy and Sid will raid the hospital while everyone else stays put to avoid fights with the demons overrunning this facility.

STOPPING SID GETTING SLAPPED

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVES:

#1: Locate Cassandra's Eyeballs.

#2: Protect Sid from attack.



Turn around to the left, run and stamp one of the chairs behind you against the wall, and claim a Stake. Don't waste time picking up both!



Run to Sid's aid, and flatten the two incoming vampires, remembering to Quick Stake the first one. Place yourself between the enemy and the dummy!



Stay where you are and Sid waddles to the ward corridor's corner. Return and take the remaining Stake, then walk in front of Sid as he wanders down the ward.



Smack the incoming vampire, then collect the

items scattered about. Sid can only absorb twelve hits before falling over.



Sid grabs and opens the double doors in front of you. Step into the corner corridor, and turn left, smacking another vampire around.



You now have a choice—to leave Sid and backtrack to collect all the items in the previous ward, or run to the flaming door he's standing near. To ensure Sid isn't accidentally kicked, locate the following items once Sid has cleared the door in front of you.



Backtracking with Buffy (either before or after Sid removes the fire from the door in front), start in the initial ward and take Holy Water from the trolley to the right of your starting point, and another near the beds to the right.



A Stake box and two Holy Water bottles are in the office in front of your starting point. Take these, and return to Sid's location. If Sid already opened the fiery doors, you won't need to prepare for combat with another vampire. There's a Stake by the right side of the double doors.



SECRET

❖ I SECRET FOUND!



Run to the end of the corridor, then turn right and look at the boarded-up door. Smash it with your attacks, open it, take the Stake to the right, near the plant, then enter this room. Inside are two Stake boxes, a Medi-Pak, and Hell-Fire. Take them all!



Head back to Sid's location, whether you've removed the fire from the doors ahead or not. If you haven't, Sid looks around and is thrown up into an air vent.

Buffy

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Waddling to the other side, Sid surveys the scenery. He's on the other side of the door, looking at a number of burning boxes and crates. He's got to remove this blockage somehow....

THE CRATE ESCAPE

PLAYABLE CHARACTER:

Sid the Dummy

OBJECTIVE #3:

Clear the blockage to let Buffy through.



Stop for a moment, and look around. To the left is the fire, and ahead is a set of oxygen cylinders on a dolly. To the right is an outpatient. This zombie's getting up!



Charge this undead freak with Sid's windmill attack, and continue until the undead explodes. Turn right, and obtain a Stake from either of the two chairs. You need only one.



Before you create explosions, contain the area. Move down the corridor, and wait for two zombies and two vampires to appear out of side doors.



Back up and attack them from the starting area, making sure you Stake both vampires, or push them into the fire to dispatch them. Return to the corridor, and beckon another zombie and vampire.



Let Buffy investigate the patients' rooms on the left. Meanwhile, press the Use button to push the oxygen cylinders toward the mass of fiery crates.



Don't worry about being harmed—you cannot be hit by the blast. Sid scampers for safety as the blockage is blown up. The action switches back to Buffy.

COURTYARD DISASTER

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVES:

#1: Locate Cassandra's Eyeballs.

#2: Protect Sid from attack.

#4: Meet with Sid.



NOTE

Inspect the first secret area and the previous ward for items you may need. This is your last chance.



Open the two doors and step through to the other side. Before you reach Sid, smash two more chairs for Stakes, and enter the patient rooms.



Inside the first room there's a chair to smash for a Stake, and a slumped zombie on the far wall. The second room is empty except for a Stake crate.



Smash the final two chairs at the far end of the corridor for their Stakes,

then meet up with Sid. After some banter, knock away the wood boarding the double doors.



The wood from the boarding leaves behind seven Stakes. Remember them if you need them, then follow Sid into the hospital courtyard.



While Sid checks the ducts, your job is to move through the offices. You need a way inside the hospital office area. First, clobber the undead and unwanted.



TIP

Turn right, climb up the ladder, and fend off all attacks from this vantage point. You'll have fewer enemies to worry about, and fewer chances of being attacked from behind.





Stay on the ground, and a demon and a psycho patient attack you. Both need staking.



TIP

Psycho patients, whose heads are wrapped in black bandages, can't be harmed by Holy Water, including the Water Soaker. Fight them with other weapons or Hell-Fire.



After battling a Materani, a psycho patient, and a bat beast, fend off a couple of vampires while searching the grounds for goodies. After another vampire and psycho patient, you should spot where these incursions are coming from.



From the courtyard entrance, you're being attacked from entities dropping down from the roof ahead and left, and to your right. Pick up the Shovel on the path near the locked doors ahead.



Leap to the right side hedge garden for two Stakes, take the Spike under the lamppost, then make a break for it via the ladder to the lower roofed building. Do this after a lull in the fighting.



Once at the top, wait for any remaining enemies to jump and land on the roof, and position yourself to hit them as they land. This is the preferred tactic for your entire expedition in this courtyard.



Stay away from the two skylights for the moment, and pick up the Crossbow. Use this up right away, as more Crossbow Bolts are available later.



Leap back onto the lower building's roof, and stand on the skylight nearer the secret area. Stamp on it to fall into an office below. Face the second skylight as you fall.



You land facing a doorway ahead, where a couple of vampires emerge. Ready your Crossbow and tag them as they enter.



A vampire falls down your skylight, another drops in from the skylight ahead, then a third tumbles down from the first skylight. Stake them!



After three more vampires drop in to attack you two at a time, an ex-policeman vampire drops in. Bust him and dust him.



He drops a Keycard that is vital for your progress. Take it, smash the two chairs near the locked door for Stakes, grab the Holy Water near the exit door, and open it.



SECRET

#2 SECRET FOUND!



Before smashing the skylights, run to the building roof's left edge, so you're overlooking the concrete covering of the double doors you just came through. Leap onto the overhang, and take the Hell-Fire from this secret spot. The out-of-reach items nearby are the final secret on this level, and you'll claim them later!





You enter an L-shaped corridor containing Holy Water, Hell-Fire, and a Stake crate. All the doors are locked, so move over to the elevator keypad and press the Use button.



The elevator opens (provided you have the Keycard from the vampire policeman). Step to the elevator's right side, press Use, and ride it up to the second floor.



NOTE

Continue Point Reached!



As the doors open, a zombie demon and a psycho patient charge in. Finish off your Crossbow on them.



TIP

Stand inside the elevator, and these beasts can harm you only with their breath. This is great if you still have Cross-bow ammo!

ORTHOPEDIC OUTRAGE: TOO MANY FOES!



This partially demolished corridor section is a trap. If you don't take the first door on your left as you emerge from the elevator, you can't continue.



Instead, you'll see an enemy (usually a vampire, zombie demon, or psycho patient) drop from a hole in the ceiling at the far end of the corridor. Defeat this entity.



If you turn around and view the elevator, a vampire runs from the door on your right (the one you need to enter to continue), and attacks. This pattern of appearing enemies never ends!



It's time to flee! Battle down the orthopedic area corridor, slaughtering vampires and a psycho patient.



All the doors are locked, but find Holy Water and Hell-Fire on trolleys to the right, and two Stakes to the right side of the broken orthopedic entrance, and three inside chairs to the left.



At the end of the corridor is the hole in the ceiling and a left turn. All the doors are locked, with two Stakes available at the far end. Get out of here now!



Fight to the only unlocked door near the elevator, and enter the surgeon's office. Two vampires here need halting. Smash the chair for a Stake, and take the Medi-Pak to the right of the desk.



The only exit is through the fire door on the opposite wall. Exit onto a narrow rooftop overlooking the courtyard you fought through earlier. Turn right and a cutscene plays showing a camera pan to the open window.



Turn right, move to the gap, turn and face the wall, and jump to cling to a drainpipe. Shimmy to the left until you reach the corner, then drop onto the lower roof.





TIP

Don't fall during this rooftop foray. If you do, head back to the skylights and retrace your steps. All the monsters return!



When you reach the open window, leap at it and pull yourself over and into another corridor. Attack the psycho patient incoming from the left, and a second one from a door left and on the right wall.



Search this corridor to uncover Hell-Fire and Holy Water on small trolleys in the middle and two Stake crates at the right far end. Smash the fire alarm here.



This alarm triggers a door to unlock elsewhere in the building. For now, head to the corridor's other end. The palm scanner on the double doors doesn't let you through.



Enter the door to your right, into a research room. Check the two Stake crates at the room's far right end, and pick up the Water Soaker on the table near the projector.



The door near the crates is locked, but there's another behind the projection screen. Press Use to roll up the screen, and open the door behind it.



Inside the smaller office room is the remains of a researcher. He's been ravaged, and his hand is torn off. It's resting by the right side of his body.



Take the Medi-Pak, smash the Stake chair, grab the Severed Hand, and march back into the research office and into the corridor. Move to the palm scanner.



Press the Use button next to the palm scanner, and Buffy uses the Severed Hand to unlock the security on the doors. Prepare your Water Soaker, open the doors, and douse the vampire waiting behind them.



Grab the Stake from the crate next to the stretcher, and take the left door. Inside is a small janitor's closet and the fire escape leading onto the courtyard roof.



NOTE

Continue Point Reached!



Open the fire exit door, and enter the rooftops. Soak the vampire that meets you in this area, then bring out your Stakes.



Smash the crate by the rooftop's edge, then tackle a psycho patient that jumps down to assassinate you. Wait for another vampire to leap on the roof, dispatch him, then leap onto the air conditioner.



Climb on the air conditioning, leap and grab the upper roof, and prepare to battle three psycho patients and a demon.



SECRET

#3 SECRET FOUND!



Move to the gap between the two roof areas to see a ladder. Drop down the gap, turn left, and smash the two Stake crates. There's a Medi-Pak and Hell-Fire here, too! This is the final secret you could see earlier.

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Climb the ladder and open the door on your right. Enter the office, and hack a psycho patient waiting to your right. Check the room. Infinite Crossbow Ammo is available here!



There's also Holy Water Ammo, two Stake chairs on opposite walls, and two vampires that attack from either doorway. Use Crossbow Bolts on both of them, then refill your supply.



Take the door in the left wall and you appear in a corridor. Wait at the doorway and turn left, firing your Crossbow at a psycho patient and a Materani. Refill those Bolts one more time, and destroy this freak!



There's Hell-Fire opposite the door you just opened, and a Stake crate at the corridor's far end if you turn right. All the remaining doors are locked, but the elevator doors are open.



Run to these, and notice that the elevator has jammed between floors, allowing you to step on the elevator's roof. Looks like you're stuck. But check those cables to the left and right.



Give each cable coupling a hefty boot, and the elevator comes scraping down the shaft with Buffy riding it! Step out into the short corridor, and meet up with Sid.



Objective #3 is complete, so you and Sid can open the door on the left and

enter a checkerboard floor storage room. Grab a Stake crate in the previous corridor, two Stake chairs in the storage room, plus Hell-Fire and a Medi-Pak before approaching Sid.



If you move toward Sid before taking the items, the cutscene begins; so stay away from that puppet! Sid is pushed through a vent and appears on the other side. You can return to this room to claim the items when you meet up again.

DIRTY LAUNDRY

PLAYABLE CHARACTER:

Sid the Dummy

OBJECTIVE #5:

Reach the other side of the laundry room door and let Buffy through.



Start your waddling by attacking the zombie in front of you. The rest of the corridor is a mess of dead, or about-to-be-animated undead. A fire burns at the far end, and an oxygen cylinder blocks the exit.



NOTE

Three boarded-up doors need to be battered with a heavy implement. Go find one!



Take the only available door that's open—the second on the right. You emerge in a patient room with two zombies to tackle, and a Stake crate in one corner. Hop out of the window opposite.



You emerge in a grassy outside knoll, where the hospital appears to have been illegally dumping the dead—a limitless supply of zombies rises from the ground!



Ignore the Stake crate in the far left corner, and turn right. The door at the far end on the right is the only one unlocked. Open it, and run into another patient room. Grab that Hammer on the floor opposite you.



Exit via the door opposite the outside one, and equip the Hammer. Batter three recently revived undead, then take the Hammer to each of the four boarded-up doors.



You can enter the middle left door if you wish (there's a zombie in here), but make sure you move into the third door on the left. Search the room and grab the Gas Canister.



TIP

The canister is an explosive flamethrower. Use it to dust vampires and finish off zombies that you may not have disposed of.



Ignore the room on your right, and press the Use button near the flaming boxes near the exit. This lights the Gas Canister. Use this mixture of flammable materials to blast apart the oxygen cylinders, and exit after the explosion has subsided.



Run to the far end of the corridor, and bash the waking zombie with your Hammer. Open the door at the far end.

THE EYES HAVE IT

PLAYABLE CHARACTER:
Buffy Summers

OBJECTIVES:

- #1: Locate Cassandra's Eyeballs.**
- #2: Protect Sid from attack.**
- #6: Protect Sid from attack while he retrieves Cassandra's Eyeballs.**
- #7: Meet up with the Scooby gang.**



While Sid finds a shortcut to the morgue via a vent, move to the palm reader on the door ahead and right, and press the Use button. Do this only after backtracking to the checkered floor room and grabbing any items you missed.



Buffy unlocks the door. Open the door, and run down the stairs to the morgue entrance. You're about to embark on a gruesome treasure hunt!



NOTE

Continue Point Reached!



Open the double doors, enter the connecting corridor, and open the second double doors. You're in the morgue, and Sid's waiting opposite. Overcome some vampire zombies in here, too.



While Sid rifles through the hospital records for the Eyeballs, you're on protection duty. Stand next to Sid with a weapon drawn, and start hacking!



Nine zombies emerge from the corpse cupboards along the wall. Turn and fend them off before they reach Sid. Always attack the one closest to Sid. Don't finish them off one at a time!



Step between Sid and the zombie for maximum protection. Once you destroy nine zombies, Sid points to a large jar in the opposite wall. That's where Cassandra's Eyeballs are!



Break out the fists and feet, and pummel any remaining zombies as Sid waddles across the morgue. He pauses at the smashed glass shelving. Take Cassandra's Eyeballs.



Follow Sid toward the door, busting and dusting a vampire that attempts to finish off your puppet friend. When you reach the door, Sid opens it, and you meet up with the rest of the gang.



Willow checks the Eyeballs, but doesn't feel any vibes. Buffy turns to Ethan. Cassandra is Ethan's ancestor, so he should check. Whoa! The First appears, and after bellowing torment aimed at Sid, The First summons the gang into a swirling vortex, leaving Sid and Ethan stranded. The contest is about to begin!

SUNNYDALE HIGH SCHOOL

OVERVIEW

Xander never liked high school, and this trip down memory lane is his most dangerous visit yet! He's got to contend with a maze-like path of rooms and corridors, and a number of fiendish puzzles to solve. Minimizing backtracking is important, as there many ways to finish this mission. The path shown below is the quickest, however.

GOOD GUYS ENCOUNTERED

Xander Harris (playable character)
Devoured Pupil

ENTITIES ENCOUNTERED

Zombie Type I
S&M Mistress
Female Vampire Type I
Bakemono
Vampire Type III
Vampire Type V

Werewolf
Anyanka

ITEMS FOUND

Stake
Shovel (Spike)
Cryptic Message
Flashlight (combine with UV Filter)
Dictaphone
Baseball Bat (Spike)
Medi-Pak
Ultraviolet Filter (UV Flashlight)

Hell-Fire
Holy Water
Top Hat
Computer Disk
Yellow Liquid (combine with fountain)
Murgoth Weapon
Pool Cue (Spike)
Fumigation Bombs
Key (Library Cage)
Cassandra's Arm

SECRETS FOUND

#1: Courtyard: Along ledge outside window of English room.
#2: Upper corridor: Inside long green locker.

UNLOCKABLES

#1: Multiplayer: S&M slave
#2: Multiplayer: S&M mistress
#3: Extras: Anthony Head voice over



LEGEND

- a Entrance (Lower Level)
- b Principal's Office (Lower Level)
- c Administration Principal (Snyder's) Office (Lower Level)
- d Corridor #1 (Lower and Upper Level)
- e Stairs
- f Language Lab (Lower Level), Math Room (Upper Level)
- g Computer Room (Upper Level), Science Lab (Lower Level)
- h Physics Lab (Upper Level)
- i Costume Room (Lower Level)
- j Courtyard (Lower and Upper Levels)
- k Storeroom (Lower Level)
- l Basement (Basement Level)
- m English Room (Upper Level)
- n Library (Lower Level)
- o Gymnasium (Lower and Upper Level)
- * **Pentagram**
- 1 Start
- 2 Bakemono Burrow
- 3 Cryptic Message
- 4 Flashlight
- 5 Dictaphone
- 6 Safe (Key To Library Cage)
- 7 Murgoth Plant
- 8 Murgoth Plant
- 9 Computer (Language Lab)
- 10 Evil Writing (Math Room)
- 11 UV Filter
- 12 Hole
- 13 Hall Monitor
- 14 Top Hat
- 15 Force Field
- 16 Computer (Computer Room)
- 17 Computer Disk (Science Lab)
- 18 Yellow Liquid (Science Lab)
- 19 Alien Gun (Science Lab)
- 20 Fountain
- 21 Secret #1 (Upper Balcony)
- 22 Murgoth Plant
- 23 Devoured Pupil
- 24 Fumigation Bombs
- 25 Steam Pipe Valve
- 26 Secret #2 (Upper Corridor)
- 27 Anyanka and Cassandra's Arm
- 28 Stash Of Hell-Fire (Upper Balcony Room)

SCHOOLS OUT FOREVER

PLAYABLE CHARACTER:

Xander Harris

OBJECTIVE:

- #1: Retrieve Cassandra's Arm from the high school.
- #2: Find the password to pass the hall monitor.
- #3: Find a way to remove the force-field and gain access to the gym.



Xander starts his schoolhouse rocking by the main entrance, standing in a pentagram. Remember this for later! Start by demolishing a zombie, then turn left and grab the Stake behind the planting bed.



Do this before the S&M mistress lands and tries to slap you silly. Stake her, then combat another two zombies and a female vampire. There's a hole in the ground near your start. Ignore this for now.



Head left, around to the entrance yard's far corner and pick up a Stake and a Shovel. Find a second Stake in the left corner by the leaves. Now inspect the school's doors. They are firmly locked.

SUNNYDALE HIGH SCHOOL



Move along to the right, and break apart the wooden boards over an open window. Leap inside, and you're set upon by an S&M mistress following you in, and two Bakemono in the study.



Tackle the mistress first, then bash the Bakemono (a third appears during this fight).



If you emerge back into the grassy lawn, a female vampire and an S&M mistress (sometimes with extra zombies on the side) will seek you out. Meet and beat them now, or at the end of the mission.



Inspect the principal's study. On the desk, a Cryptic Message reads: "the secret to the demon is hidden in the darkness." Curious. Take the Flashlight from the other side of the desk.



The rest of the room contains a chair to smash into one Stake in each corner. Now exit via the door, into the main school corridor, and turn left to take another Stake.



Open the door in front of you, with the plaque that reads "Administration Principal's Office." When you enter, a Bakemono launches itself at you from over the desk.



Deal with this critter, then turn and demolish three more attacking from the door you just came through. Punch them out. Inspect Snyder's office to find a Dictaphone on the desk, a Baseball Bat in the corner, and a Medi-Pak near the filing cabinets.



Before leaving, inspect Snyder's old safe in the wall. It's locked, but

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remember this for later. Smash the chair to take a Stake, then leave, back into the main school corridor.



Walking down the corridor, notice the plant growing from the ceiling ahead. That's a Murgoth tendril, and these block two double doors.



When you reach the stairs on your right, a female vampire and an S&M mistress assault you. As you continue, two S&M slaves also attack. Swing that Bat!



The Murgoth plant covering on the two double doors cannot be hurt, so turn and check the hall monitor on the wall. You need a password to move through this plant-infested area. Note your second objective.



NOTE

By now, you've realized that this school is large, with many unlocked doors. Although you can follow your own path, the one detailed here is the easiest way to complete this mission.



Head into the door to the right of the hall monitor, marked "Language Lab." Attack the female vampire coming in from behind, then check this room. The only area of interest is a PC you can't access yet. Remember this computer's location.



Head back into the main corridor, and run up the stairs to the second floor corridor. Halfway up is a Stake chair, and a second if you turn left. The two doors to the left are locked.



Turn right and approach the double doors. All the doors on your left are locked. Out

of the double doors comes a vampire. Bust and dust him, then move to the door to the right.



Enter this door (marked "Math Room") and check inside. Aside from the breakable Stake chair, even the Flashlight doesn't reveal anything in this dark room. You'll return here later.



Head through the double doors, then open the door on your left, marked "Computer Room." A female vampire and an S&M slave follow you. Batter them both.



There's another PC in here, but you can't use it yet. Smash the Stake chair by the PC, and another by the whiteboard, grab the Medi-Pak, then return to the corridor. Remember this computer, too!



Walk to the corner of the corridor, smash the Stake chair, ignore the locked exit door, then turn left and attack the two masked crusaders running in from the double doorway ahead.



NOTE

This double doorway leads to a small corridor and double doors to a courtyard balcony. There's a secret in this area, but it's quicker to pick it up later, and avoid this corridor for now.



Pass the drink machines, then turn around; two vampires and a slave are running in. Tackle them all, then check the door on the right, marked "Physics Lab."



A female vampire and a slave, both emerging from a hole in the floor, attack you. Check the desk for an Ultraviolet Filter, which Xander fixes to the Flashlight.



Check the room for two Stake chairs, Hell-Fire on the window desk, then drop down the hole to the boiler room. Grab two Hell-Fire bottles and a Medi-Pak, then use the rubble to climb back up to the lab.



Head out of the lab, turn left, run to the corner in the corridor and turn right. Pass the computer room, go through the double doors, then turn left into the math room.



Shine your UV Flashlight on the whiteboard. The purple glow brings up a demon word; "HUGHCHAGAKKK." Now Xander must learn how to pronounce it.



The answer lies downstairs. Step out of the math room, turn left, then run down the stairs, turn right, and enter the language lab.



Up to two female vampires attack from the corridor. Slay them, then check the PC in this room. Make sure you have the Dictaphone with you. Xander types the word into the voice pronunciation program, and records it onto the Dictaphone.



Step out into the Murgoth-infested corridor, and press Use at the hall monitor. Xander plays the voice message he just recorded, and the password is accepted! The Murgoth plants recede.



You have a choice of two double doors. Take the one farthest from you, turn right and walk to it from the hall monitor. Open the doors and locate a force-field ahead of you.



NOTE

Continue Point Reached!



The force-field cannot be entered or struck. The double doors on the right are locked (but can be opened from the other side). Find the door marked "Costume Room."



Inside are two Bakemono. Dispatch them, then check the mirrored sill for Stake, Medi-Pak, and Holy Water goodness. Take the Top Hat from the table.



Xander plucks a bunny from the Top Hat, and it lands on the pentagram nearby. The rabbit is disrupting the energy. With enough bunnies on enough pentagrams, Xander can permanently remove that energy wall!



TIP

If you don't destroy the Bakemono, they destroy the rabbit, and you have to produce another one. Make sure both Bakemono are toast before trying any rabbit tricks.



NOTE

There are five pentagrams (including the one in the costume room), and you can disrupt the power from each at any time. However, the following notes show the easiest way to achieve this.



With one bunny already on the costume room's pentagram, exit and turn right, moving back into the Murgoth-covered corridor. As you approach the other double doors on your left, a werewolf steps out.



Knock down and Stake this werewolf quickly, then head through the double doors into a new corridor area.



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Two S&M mistresses close in; Stake them, then inspect the first door on the left, marked "Science Lab." Once inside, destroy the vampire attacking from behind.



Take the Computer Disk from the desk and the Yellow Liquid. The Disk accesses the PC in the computer room, and the Yellow Liquid helps form Murgoth Weapon ammunition.



Move to the chalkboard, and pick up the Murgoth Weapon. The "yellow + green = blue" code on the board is a clue you'll soon understand. Take the Hell-Fire before leaving.



Move to the computer room after you explore more of this school. Remove the Murgoth Weapon from your hands, and fight the S&M slave in the corridor with fists and feet or a stake.



Check the library double doors on your left, but don't enter yet. You need items before you can complete progress through here. The two doors ahead and on each side are locked. Smash three Stake chairs if you wish.



Turn and head down the corridor, ignoring the locked exit door to your right. Open the double doors, and check the T-junction corridor. Turn right and attack the incoming vampire.



Turn left, and slay a second incoming vampire. Ignore the locked door on your right, and run to the end of the corridor to pick up a Pool Cue. Use it on the two female vampires running in from behind.



If you open these double doors, you enter the area near the costume room and the force-field on your right. You can now pass through these double doors, which were previously locked.



Return to the T-junction, and two vampires assault you. Force them back into the flaming trash can for an easy dusting!



Pass the flaming trash can, and open the double doors. This leads to a courtyard. Run under the balcony to a

set of double doors ahead of you, or investigate the courtyard.



Either way, a werewolf attacks you. Pocket the Pool Cue, and use a Stake instead. When you're done, enter the door ahead and vanquish a couple of vampires.



NOTE

For information on searching the courtyard, check the walkthrough area after Xander returns from the basement.



Find two Stake chairs and two locked doors. Head through the door marked "Basement Generator Room" and open the door ahead of you.





Tackle the Bakemono, then search this storage room. Smash two crates for Stakes, then grab a Medi-Pak behind one of them and Hell-Fire on the table. Of vital importance is a box of Fumigation Bombs—take five of these.



NOTE

When you have the Fumigation Bombs, you can successfully place a rabbit in the pentagram at your starting position in the schoolyard. However, it is easier to attempt this last.



Exit this storage room, and take the door on the side wall that you passed to reach the storage room. Head down the stairs to the generator room, and stamp out four Bakemono.



NOTE

Continue Point Reached!



Run into the second part of this chamber, and when you reach the pentagram, turn around. Tackle three more Bakemono that scamper in from the entrance.



Search this room. Find a Shovel and three crates containing Stakes. When you're done, move to the pentagram, and select your Top Hat. Press Use.



Xander produces a bunny, which scampers away into an air duct. Blast! Block off that escape route!



Run to the corner near the air duct, and turn the valve on the pipe. This releases hot steam that blows over the duct entrance. Produce another bunny. This one stays put!



The second pentagram is disrupted! Go up the stairs, turn right through the door, left through the double doors, and back into the courtyard. Explore this place.



Head into the main courtyard, and tackle a leaping S&M slave. Inspect the green water in the central fountain. You have the Yellow Liquid? Press Use. Xander pours the Yellow Liquid, and produces blue Murgoth ammunition.



Got the Murgoth Weapon? If not, find it in the science lab. Press Use again, and Xander fills up his Murgoth Weapon with ammunition. Keep pressing Use until the ammo level reaches 100.



Pocket the Murgoth Weapon; it only works on plant life!

Dispatch another S&M slave, then run down the stepped terrace area to the locked exit doors.



Search the area to obtain a Baseball Bat and a Stake. Find a Shovel by the upper exit area to the side, and a Stake near the pillar holding up an overhang. Head toward the fountain.



Check the second floor courtyard balcony. Before you dash up there, ready yourself for a quintet of zombies, all appearing one by one. Tackle these before hitting the steps, so they don't ambush you.



When you reach the balcony, a Murgoth plant blocks the way. Turn around, and beat the two vampires incoming from the opposite doors with your Bat.

Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



With the coast clear, bring out your Murgoth Alien Gun, after you stomp on two Bakemono appearing below in the courtyard. Note the Stake halfway along the balcony.



Aim and spray the tendrils with the Alien Gun, and the plant recedes. The Alien Gun isn't needed any more. Open the double doors.



You can enter only one door on the other side—it's marked "English." Enter the room, strike down the vampire, and produce a bunny with the Top Hat, inside the pentagram.



NOTE

Continue Point Reached!



That's three pentagrams done; only two to go! Smash the two Stake chairs, then leave the room, head out of the double doors, back to the courtyard balcony.



SECRET

#1 SECRET FOUND!



Before leaving the courtyard, turn left, and look at the windows next to the room you were just in. Leap onto the ledge here, and walk to the overhang. Here you find a stash of goodies: a Medi-Pak, and two Holy Water, Hell-Fire, and Stakes!



There may be a couple of Bakemono in the courtyard, so stab these demons, then leave via the double doors at the end of the upper balcony. This takes you back to the end of the corridor near the physics lab. Turn left, and destroy an incoming vampire.



SECRET

#2 SECRET FOUND!



Search the dead-end, locker-filled area. There's a Stake chair on your right, but the tall green locker is more interesting. Kick or punch it, and it reveals a Medi-Pak inside. You could have also grabbed this secret after exiting the physics lab.



Run down the main corridor, passing the physics lab on your left. Turn right, then enter the computer room via the door on your right.

You're carrying the Computer Disk you found in the science lab, right?



At the PC, press Use and Xander discovers a passcode. It's a combination to Snyder's safe! You automatically learn it, so concentrate on defeating any vampires ambushing you from the right.



Head out of the computer room, turn right and go through the double doors, leap down the stairwell, and once on the first floor, run left toward the principal's office.



Once inside Snyder's office, check the safe in the right wall. As long as you used the computer room PC, you automatically open the safe and take a Key to the library cage. Head there now.





Step out of the office, turn left, run down the corridor to the plant-covered double doors ahead, open them, and run to the corridor junction. The library double doors are on your right. A vampire and a slave run in from the left.



Open the library doors, and wait for two vampires to charge in. Waste them, then check out the area to your right. Take the Hell-Fire and Stake from the counter.



Leap over the counter, through the doorway and into a storeroom with goodies. Take the Medi-Pak, the Holy Water, and Hell-Fire, and smash two chairs and a crate for Stakes.



Jog around the library. Find a Stake on the central desk, Hell-Fire in the far right area, and Holy Water plus a Medi-Pak to the left. Move to the lower-level cage area.



Open the cage door (press Use with the Key from Synder's office in your possession), walk to the pentagram inside, produce a rabbit from your Top Hat, then grab a Stake from the mesh shelving. Only one more pentagram to go!



NOTE

Continue Point Reached!



Exit the library, and make short work of any vampires that harangue you in the corridor as you turn left and are about to exit via the double doors.



Once through the doors, sprint to the far end of the corridor, turn left into the principal's office, and leap through the window. Got your Fumigation Bombs? Good!



Leap back into the outside entrance to the school, and defeat any remaining undead and vampires. When the area is empty, move to the pentagram.



When you produce a rabbit, a Bakemono exits his burrow (the large hole

you saw earlier), and snacks on the bunny before disappearing. He's too quick to catch!



You see the Bakemono inside his hole, but he can't be reached. Flush him out with a Fumigation Bomb thrown (using Use) straight into the hole. The Bakemono scurries out for air. Now stomp him!



With the Bakemono neutralized, place the bunny on the pentagram. With one final roar, a cut scene of the energy barrier lowers, the disruption of energy is complete, and the force-field is removed. Head to the gym!



Leap into the principal's office (punch out the two Bakemono), exit into the main corridor and turn right, move past the stairs to the Murgoth doors, turn left, and enter the second double doors.

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the vampire slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Pass the costume room on your left, and go through the area that was blocked off by the force-field. Enter through the left double doors marked "Gymnasium."



TIP

Now's the time to look for secrets if you missed either of them! Once you're inside the gym, there's no turning back!

BOSS ATTACK! EVIL ANYANKA



Floating in a flaming aura is Anyanka, the vengeance demon. She's not happy with Xander's bunny disruption. It's time to fight!



Before entering the gym floor and engaging in combat, turn

right and run up the stairs. At the top, turn left, and look for the doorway at the end of the balcony, on your left. A Baseball Bat and five Hell-Fire bottles are inside.



This is optional for the combat to come. Run back downstairs, and instead of bringing your Baseball Bat to bear, take out that Top Hat!



Anyanka is invincible while floating. Sap her powers by placing a bunny on each of the five pentagrams. Do this quickly!



Anyanka has two forms of attack while floating. The first is a fireball, which is damaging but can be dodged. Watch where Anyanka uses your camera, and move when a fireball approaches.



Her second attack temporarily immobilizes you. This is annoying, especially when you're guarding your rabbits! Move out of the ray of crackling energy.



Once all five rabbits are sapping her energy, she falls to the ground, and can be struck for 5–10 seconds by conventional methods. Fists, feet, and a Baseball Bat are all great.



TIP



Hell-Fire instantly defeats her. Choose this, throw it over, and it's goodnight Anyanka! If you don't want an easy battle, keep on fighting.



Evil Anyanka floats up and starts her magical attacks after around five seconds. Two Bakemono have been summoned, and are devouring your rabbits!



Move to the Bakemono, and stamp them out. Use the Baseball Bat for added effectiveness. Place more rabbits where Bakemono have been successful, and fight Anyanka again while she's on the ground. Repeat this plan until she's dispatched.



With Anyanka defeated, Xander stoops to pick up Cassandra's Arm. A few more body parts, and she'll be a whole woman. Now for the next "champion's test."

OLD QUARRY AND THE QUARRY HOUSE

OVERVIEW

Faith must battle into a rock quarry and gain access to a quarry house, where a familiar foe awaits a final confrontation. Faith starts by fighting to a mine house and through a series of excavation tunnels, then must flood the mine to exit to a second shaft. Here, a combination of brute strength and knowledge of mine machinery allows her to access the quarry house. It is here that secret doors and old fashioned "wreckin' stuff" combine, before a showdown with a hated foe.

GOOD GUYS ENCOUNTERED

Faith (playable)

ENTITIES ENCOUNTERED

Vampire Type I
Vampire Type II
Vampire Type III
Vampire Type IV
Vampire Type V
Zombie Demon
Zombie Devil
Abominator
Zombie Type I
Zombie Type II

Werewolf
Kakistos

ITEMS FOUND

Stake
Medi-Pak
Shovel (Spike)
Hell-Fire
Dynamite
Torch
Emblem
Holy Water
Lighter
Wrench
Cassandra's Leg

SECRETS FOUND

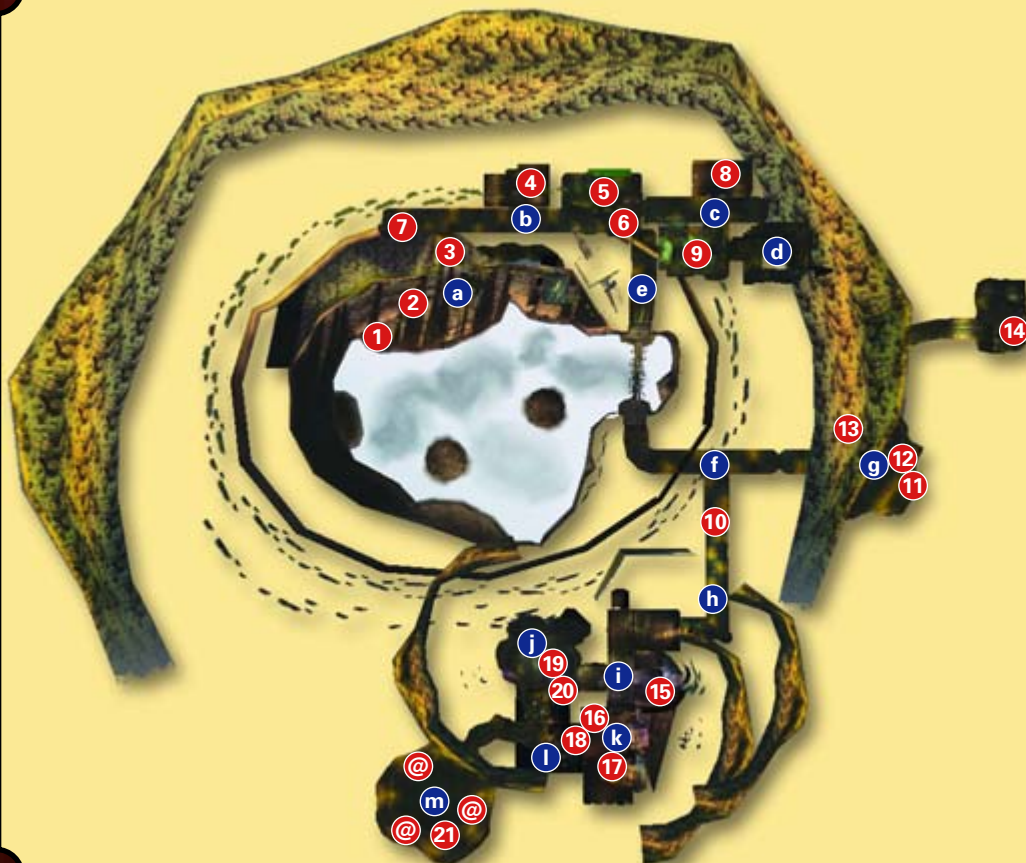
#1: Quarry: Inside outhouse after vampire emerges.
#2: Quarry: Inside blocked cave between fallen rocks.
#3: Quarry Mansion House: Under the main stairs.

UNLOCKABLES

#1: Multiplayer: Faith
#2: Extras: Amber Benson voice over
#3: Multiplayer Map: Initiative Hangar

LEGEND

- a Quarry
- b Tunnel #1
- c Tunnel #2
- d Rock Staircase
- e Tunnel #3 To Bridge
- f Tunnel #4
- g Mine
- h Underground Passage
- i Entrance Hallway (Lower Level), Staircase Balcony (Upper Level)
- j Bedroom (Upper Level), Ballroom (Lower Level), Cave (Underground Level)
- k Study (Lower and Upper Levels)
- l Attic
- m Kakistos' Lair
- @ Kakistos Energy Orb
- 1 Start
- 2 Secret #1 (Outhouse)
- 3 Secret #2
- 4 Dynamite
- 5 Barrel Release Lever
- 6 Elevator
- 7 Weak Rock Wall
- 8 Dynamite
- 9 Weak Wood Support (Lower Room)
- 10 Emblem Door
- 11 Torch
- 12 Furnace
- 13 Emblem (In Dust After Grinding)
- 14 Mine Cart Release
- 15 Secret #3
- 16 Lighter (Upper Study)
- 17 Fireplace (Lower Study)
- 18 Secret Door (Upper Study)
- 19 Chandelier Bolt (Upper Bedroom), Weak Floor (Lower Ballroom)
- 20 Wrench
- 21 Kakistos and Cassandra's Leg

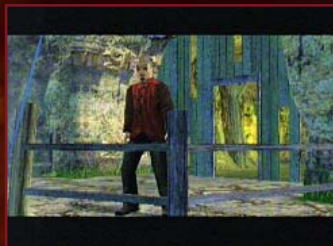


Buffy

The Vampire Slayer

CHAOS BLEEDS

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As the sun sets in The First's land, Faith sets about locating Cassandra's Leg. She spots her nemesis Kakistos atop a rickety bridge. She's already defeated this freak and isn't afraid of him any more.

ROCK AND ROLL

PLAYABLE CHARACTER:

Faith

OBJECTIVE #1:

Retrieve Cassandra's Leg from the quarry.



As soon as you begin control of Faith, run to the right and pick up both the Stakes at the end of the fence structure. Batter the two vampires moving your way.



TIP



At two locations along this water-logged quarry you can position your enemy so he's on the quarry's edge, then knock him off the ledge into the water. The first is by the starting point, to your right. This is dangerous; don't get yourself knocked off!



SECRET

#1 SECRET FOUND!



A third vampire appears from the outhouse to your left. Smack him down, then open the outhouse door. Prior to this vampire appearing, the door was locked. Inside is a Medi-Pak; your first secret stash!



Move around to the back of the outhouse, and smash a

brown Stake crate. You get swamped by two vampires near the quarry truck. Fight them off.



Those gates behind the truck are locked, so pick up the three Stakes by the side of the truck, and take down the zombie demon and another vampire.



SECRET

#2 SECRET FOUND!



Before going to the quarry shed ahead, look into the cave to the left of the truck, and leap over the stones. A hidden area of ground near the rock fall holds a Medi-Pak.



Go to the shed and wait at the sloping ground near the cliff edge to combat vampires. You cannot enter the shed yet, as the door is locked.



TIP

For a quick takedown, knock enemies off the edge, into the water.



Fight two vampires, another zombie demon, two more vampires, then two more vampires appearing from the shed.



The shed door is now unlocked (once the vampire with the red shirt appears). Finish the remaining blood-suckers, then move around the shed's right side. Scrounge up a Stake crate behind the building, two Stakes in the bushes, and a Medi-Pak.



You can view the rickety wooden bridge from here, but it's too high and far away to reach. Instead, enter the shed and locate the Medi-Pak on the table to the right.



There isn't a way into the tunnel area, so stay in the shed, find the wobbly shelves to the left. Stand to one side, then press Use to pull them away from the wall.



Let go and take a swift fist or boot to the wall, and it shatters. Step into the tunnel, and run to the junction at the end, staking a vampire on the way.



NOTE

Continue Point Reached!



You're set upon by a vampire and a zombie demon. Stay in the area around the small wooden deck and slap them both down. Check out the tunnel to your left.



The tunnel ends in a blocked-off area with a sign

reading "Warning! Weak Rock Face!" If you blow up this section, the entire area will be flooded. Take the Shovel and two Stakes, by the deck.



Head right, along the tunnel, but before reaching the chamber beyond, look along the left wall for a door. A vampire runs your way, followed by a zombie demon. Beat them down!



Enter the door to the left before more enemies appear. Step into the rocky room, and subdue two vampires in here. Inspect the chamber and take the Medi-Pak, two Stakes from crates, Hell-Fire in a corner, Dynamite from either of the two boxes, and a final Stake in a corner.



NOTE

Grab this Dynamite! Don't leave this chamber without five of these explosives in your inventory.



The growling from behind the door means a zombie

devil is waiting for you in the main tunnel. Defeat it, take the Stake near the wall support opposite the door, and turn left.



Head to the barrel storage chamber at the end of the tunnel. Tackle a zombie and a vampire, then prepare to remove body parts from three more zombies.



Take out another vampire and two more zombies, and with a lull in the fighting, check this chamber. Discover a Stake crate and a Stake in the corner near where the zombies are appearing, and another Stake crate to the right of the barrel deck.



Don't get mauled by a zombie demon and another zombie, then look for the lever to the left of two barrels on the deck. Press Use to roll the barrels off the deck.



By now you should have battered a demon coming down the tunnel, and inspected the large cargo elevator. The mechanism is broken. You need another way to lift it.



Hop down to the barrels, and push both of them until they roll under the elevator. Faith is hoping that the barrels' buoyancy will push the elevator up. Flood the tunnel!

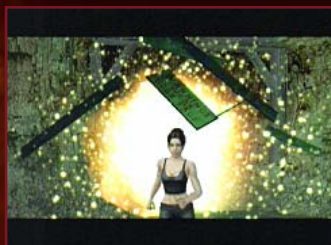


Buffy

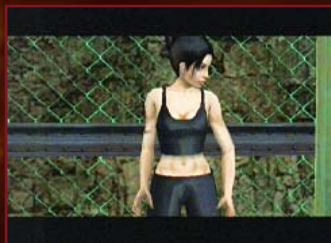
the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



With the Dynamite you collected previously, run back down the main tunnel to the warning sign, and press Use. Faith throws an exploding stick at the wall, which weakens it.



A massive wave of water pours in from the lake outside! Faith runs and somersaults onto the elevator, and rides the platform up to an upper series of tunnels. Her plan worked!



Walk to the first junction in this new tunnel structure, and kick a werewolf that bounds in from the right. Watch out for the vampire behind you!



Zombies appear from the tunnel's far end. Take out one, turn to tackle the vampire and zombie demon coming in from behind, and slaughter one more dead guy.



Turn and open the door to the left, at the junction. Inside is a storeroom containing two vampires. Dispatch them, and two more zombies, then inspect the room. Find two lots of Dynamite boxes, a Stake holding box to refill your supply, and another Medi-Pak.



After you fill up your Dynamite, exit through the door. Turn left and inspect the end of the tunnel, destroying a zombie and a demon who comes in from behind. Optionally grab another Shovel, and two Stakes.



Prepare for an assault from the passageway you haven't explored yet! Defeat a zombie devil who appears from a doorway along the left wall of this new tunnel.



Demolish another zombie, then move to the doorway. This is unlocked only if you have defeated the zombie demon and zombie devil, as they appear from this area.



Step into a large subterranean stairwell. A zombie demon flies up and lands by you. Demolish him with haste, then move to the ledge overlooking the long steps and ledges below.

NOTE
Continue Point Reached!



Turn right, and descend the balcony and steps. Turn left, and wait for a zombie devil to land halfway down to the rock ledge on the next floor. Defeat him!

NOTE
Don't leap off the ledge or stairs during your descent. You'll land in a bottomless mire of mud and water, and drown.



The rock ledge has an alcove leading to a door. The door is buckling at the seams with water, but cannot be budged open. Continue down.



In the middle of running down the next series of steps and ledges, beat down a bat beast. At the base, check the Stake in the crate, then head for the door in the rock alcove.



This leads to a circular storeroom containing three Stakes near the shelves at the chamber's far end, and two vampires to dust. Inspect the wooden pillar in the middle of the room.



This looks weak. It will probably bring down the ceiling, and the water in the room above, allowing you access through the metal waterlogged door. Press Use near the pillar with Dynamite in your inventory.



TIP

If you don't want to fight the vampires or grab the Stakes, you can lay the Dynamite as soon as you reach the pillar.



Faith is correct. The entire ceiling crashes down, draining the water and freeing the door above. Retrace your steps up the ledges to the green door, and open it. Cull two vampires on the way.



NOTE

Don't let the light fool you in the First's alternate dimension. Vampires aren't sensitive to sunlight; they'll fight you in broad daylight!



Step into this wrecked storage room. There's a giant hole in the floor, and water draining into the chamber below. Take out the two vampires here. Knock them into the hole—vampires can't swim!



Finish a third vampire appearing from the exit door, then use the door. You're in a tunnel with three zombies rising from the ground in front and to the left of you. Defeat them all.



Smash the crates for Stakes in the right corner, then run down the tunnel to the shafts of light. You're at the rickety bridge where Kakistos mocked you at the mission's start.



Turn right to see the quarry where you started. Step on the bridge, and bust and dust two vampires. Run to the other side of the bridge. Don't worry—it won't fall.



Head through the opening into another tunnel, smashing two crates with Stakes in them. At the tunnel's end is a pair of double doors. Turn right instead, and face down a werewolf.



At the end of this side tunnel is a door with a star-shaped lock. This is the quarry house mansion entrance. You need an item that fits this ceremonial lock. Head through the double doors.



NOTE

Continue Point Reached!



You appear inside a quarry cavern. Ahead of you is a rock-crushing station. Deal with a number of vampires before moving on.



Leap off the deck, or run down the steps, and inspect this cavern. Discover two boxes with Stakes inside under the deck, and another near a rock pile. Find a Shovel nearby and two Hell-Fire bottles under a railway deck.



Inspect the rock-crushing machine's furnace. Turn the valve to the right of the furnace, and coal drops into the furnace.



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the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



Three vampires charge in from the railway tunnel. Turn and face them in the cavern, where there is more room to maneuver.



The coal is in the furnace, but it needs lighting. Step to the right, and pluck the wall Torch from its mounting. Take the nearest one to the furnace, as all the others are too high to reach. Near this area is another Stake on the ground.



NOTE



You can attack the three vampires with the Torch. Punch or kick makes Faith wave the Torch at them. Set each on fire twice to dispatch them.



Move with the Torch to the open furnace, and press Use. Faith lights the coal, and the device rumbles into life. Both conveyor belts start to work, and the rock crusher activates.



Now you need rocks to crush! Head up the deck to the railway line, and follow it down an unexplored tunnel. Follow it to the right, until you reach mine workings. On the way is a Shovel.



Two vampires step down from natural rock stairs. Finish them, then inspect the area as two zombies rise from the earth. Follow the steps up (another Shovel sits halfway up), leap onto the wooden deck above the mine cart, and take a Medi-Pak.



Zombies appear from the mine tunnel and workings area. Inspect the area to the right of the mine cart. Pull down on the lever with Use.



This releases the cart, which trundles to the rock-crushing area. Tackle zombies on the way back to the cavern.



Return to the cavern, and press Use next to the mine cart to tip its contents into the crusher. While the rock is being pulverized, leap down to the cavern, and pulverize incoming vampires.



With the bloodsuckers dusted, inspect the rock dust pile at the foot of the conveyor belt. Pick up

the Emblem with Kakistos's sign on it here. Return to the locked door with the star-shaped indent.



Press Use at the door, and Faith inserts the Emblem into the door. Open the door, and step into a spider web-filled cellar tunnel.



NOTE

Continue Point Reached!

KICKING OUT KAKISTOS

PLAYABLE CHARACTER:

Faith

OBJECTIVES:

#2: Gain entry to the quarry house.

#3: Locate and defeat Kakistos.



You must find a way inside the quarry house mansion, and defeat Kakistos. Walk up the steps, pausing to demolish a zombie demon and zombie devil.



When you reach the corner, note the pile of earth to your left. Two vampires charge in from a ladder ahead of you.



Run to the ladder ahead, smash the three crates for Stakes, then climb the ladder to an ancient storeroom inside the quarry house!



Check behind a chair for a Stake, and grab Holy Water on a cabinet. Leave this room via the only door. This leads to the main entrance hall and staircase. Turn right and grab the Stake from the corner.



The door opposite is locked, so walk to the base of the stairs and around to the area near the stairwell. Engage two vampires that appear here, and two more that leap down the stairs shortly afterward.



Survey the area below the staircase. Look for a white box as you enter the hallway—it is a Medi-Pak. Grabbing the Medi-Pak activates this mission's final secret.



Although you must enter the two rooms described below, you do not need to investigate them at the moment. If you want to quickly complete this mission, move up the stairs to the second floor.



For those that want to check the house, head right, down the entrance area opposite the stairs. Both

side doors are locked, but the door at the end isn't. Open it.



This leads to the mansion ballroom. Slay two vampires, then inspect the area. There's no way out, just a Medi-Pak on a table. The floorboards in the middle of the room sag alarmingly.



It'll take more than Faith's weight to smash through this floor. There's a chandelier above, however. Loosening that might do the trick. Exit back into the entrance hall.



You may need that Medi-Pak, as three vampires drop down from the stairwell, and three more appear once you dispatch the initial trio. After defeating them, open the door to your right, near the stairs.



This leads to a lower study room containing two vampires. After defeating them both, take the Stake and Medi-Pak from the windowsill. Now press Use next to the fire. There's enough kindling here for a blaze.



Exit this room, and climb the stairs. Three more vampires land in the stairwell and attack you. Continue to the upper landing.



Open the door at the far end of the landing. The other is locked. Once inside the upper study, you see a vampire wailing on a hapless victim! Run in and slap him around. Watch out behind you! Another vampire attacks from behind.



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CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE



The victim can only absorb three hits before she falls, then vanishes. If you defeat the vampires in this room without dispatching the girl, she offers you a Holy Water vial.



Search the room. Grab two Stakes from the windowsill, and inspect the fireplace. It seems to be boarded up. Take the object from the corner of the desk. A Lighter!



This comes in handy in the room below the one you're in! There are no more exits, so head back to the stairs landing, and run down to the entrance hall. Drop off the banisters for extra speed.



Enter the lower study, run to the fireplace, and light it with Use. With the Lighter, Faith creates a merry blaze. Wait for a moment, but nothing happens. Check upstairs.



Return up the stairs to the upper study. The smoke from the fire downstairs is seeping through a loose brick to the right of the fireplace. Press Use when you're nearby.



The brick activates a hidden door leading to a secret attic chamber. This L-shaped room looks rickety, but it's safe to stand on. Take the Stake at the corner of the floorboards path.

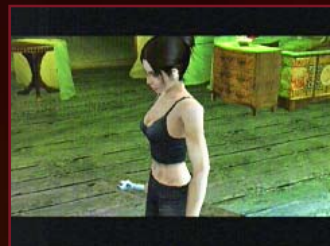


Exit into a bedroom with rotting floorboards and two vampires to tackle. The one

in the red shirt sometimes uses fire and shield offensive moves to annoy you. Dust them both!



Check the windowsill and nearby table for Holy Water, Hell-Fire, a Stake, and a Medi-Pak. Move to the area behind the bookcase, and pick up a Wrench. This cannot be used as a weapon.



It can be used to loosen the large bolt in the middle of the floor. This drops the chandelier through the ballroom floor below you. It also reveals a secret underground passage!



Fight back through the secret attic passage, across the upper study, down the stairs, and back to the ballroom. Two vampires try to waylay you in the attic.



Enter the ballroom. If you haven't destroyed the two vampires here, drop down the hole. When they try to follow, they'll get burned by the puddles.



There's nothing but wreckage down here, so follow the winding tunnel to a large and domed-shaped cavern. Who's that ugly freakshow waiting for you?



NOTE

Continue Point Reached!

BOSS ATTACK!
KARISTOS



Faith and Kakistos face down each other. Kakistos wants her blood! Faith wants revenge for the death of her Watcher. Let battle commence!



NOTE

Deja Vu? Faith killed Kakistos once before; leave it up to the First to stage one final battle ... again!



As combat begins, be aware that Kakistos is temporarily invincible. Your attacks cannot harm him! Two zombies appear and shamle over.



View these zombies as a quick sources of energy or health—execute quick attacks to slow them, then finish them when you need an instant boost.



Keep moving, and watch Kakistos's ranged attacks. He throws Hell-Fire and fireballs at you. Turn the camera to watch him begin an attack.



Once an attack launches, stop and let it pass you, or run around the fire, or completely dodge it. Keep your main focus on the three spell orbs in this chamber.



Set up in a triangular pattern, these spell orbs are the source of Kakistos's invulnerability. You must destroy all three orbs before you can harm Kakistos.



Begin a triangular path around the arena, moving toward each orb and striking it with a trio of kicks. Then position yourself at the other side of the orb.



Make sure you're on the opposite side of the orb as Kakistos comes in at you, and let the orb absorb any strikes he tries. Some will get through and harm you, so make sure you have a couple of Medi-Paks.



Don't use the Shovel or other weapons—rely on your fists and feet. Carefully observe the orb and watch for it to change colors (the energy subsides in the orb). When this happens, hit the orb.



Then quickly move to the third orb, and continue this triangular path, using good judgment to check whether you can get a couple of extra combo attacks on the orb before you're swamped by zombies and Kakistos.



Zombies continuously appear throughout the battle until the orbs disappear, but don't concentrate on them. Keep watching the orbs to see them change active states.



They turn yellow, then red, and finally dissipate. Try to get all three orbs to red status instead of concentrating on just one. Aim to destroy all three orbs within seconds of each other.



Now turn on Kakistos. Destroy the two zombies,

leaving you and Kakistos alone. Block his attacks, and counterattack when he swings and you block. Bring out that Stake!



Knock him onto his back, then Stake him, or whittle him to zero health and plunge that Stake. He cannot be destroyed without a Stake. If you knock him to the ground with zero health, but don't use a Stake, he regains a small amount of health and attacks again.



Continue until Kakistos is struck and disappears into dust. Faith is victorious ... again! She strides over to the only body part in the arena, Cassandra's Leg.



INITIATIVE BASE

OVERVIEW

Spike never signed up for this type of reconnaissance mission. Battle your way through the Initiative Base. But be careful—more than just vampires lurk here. Spike must use brains as well as brawn to dispatch specially modified devils, exploding zombie soldiers, and cyborg soldiers—entities that not even a vampire can harm.

GOOD GUYS ENCOUNTERED

Spike (playable)

ENTITIES ENCOUNTERED

Zombie Soldier Type I
Zombie Soldier Type II
Vampire Type II
Vampire Type IV
Vampire Type V
Abominator
Cyborg Soldier
Sentry Gun

Bat Beast
Zombie Demon
Adam

ITEMS FOUND

Stake
Hell-Fire Ammo
Hell-Fire Soaker
Medi-Pak
Holy Water
Hell-Fire
EMP Grenade
Ammo Clip

Severed Head
Cassandra's Leg

SECRETS FOUND

#1: Initial storeroom: Hell-Fire Ammo on top of crates to right of start.
#2: Initial storeroom: Hell-Fire Ammo on barrel to left of mesh fence.
#3: Initial storeroom: Hell-Fire Soaker on box behind mesh fence.

#4: Gas pump room: Hell-Fire Ammo on top of large gas cylinder.

UNLOCKABLES

#1: Multiplayer: Kakistos
#2: Multiplayer: Zombie soldier
#3: Extras: Nicholas Brendon voice over



LEGEND

- a Entrance Store Room (Upper Floor), Cellblock (Lower Floor)
- b Tripwire Room
- c Stairwell
- d Humvee Chamber
- e Central Control Room
- f Storeroom
- g Armory
- h Loading Bay
- i Cyborg Birth
- ba Barrel Release Point
- 1 Start
- 2 Secret #1
- 3 Secret #2
- 4 Secret #3
- 5 Locked Door
- 6 Computer Terminal
- 7 Locked Door
- 8 Gas Canister
- 9 Computer Terminal
- 10 Locked Door
- 11 Locked Door
- 12 Computer Terminal
- 13 Computer Terminal
- 14 EMP Grenades
- 15 EMP Grenades
- 16 Sentry Gun
- 17 Sentry Gun
- 18 Ammo Clip
- 19 Severed Head (Lower Cells)
- 20 EMP Grenades (Lower Cells)
- 21 Secret #4
- 22 EMP Grenades
- 23 Computer Terminal
- 24 Adam and Cassandra's Leg

BASE: HOW LOW CAN YOU GO?

PLAYABLE CHARACTER:

Spike

OBJECTIVES:

- #1: Retrieve Cassandra's Leg from the Initiative Base.**
- #2: Avoid combat with the cyborg soldiers until a weakness is found.**
- #3: Deactivate the cyborg soldiers using the mainframe computer.**



Spike begins his mission descending an elevator shaft and crashing through a lift ceiling skylight to land at the base entrance. Step into the connecting corridor.



Spike can walk toward doors and they'll open. Otherwise, they remain locked. Step to the door ahead, and it moves back to reveal a large storage room. Strike down the incoming zombie soldier.



As he collapses after losing his melon, walk into this storage room, and fight off two more zombie soldiers. Check their hands—each is carrying a grenade that explodes, catching you on fire if you don't retreat during the zombies' death throes.



Step to the right, looking along the wall for three crates to stamp into Stakes. Use the Stake to finish a vampire coming in from the door ahead. Then stomp a crate to the left of the entrance door for another Stake.



TIP

There are three secret areas in this room! Find all of them before moving on.



SECRET

#1 SECRET FOUND!



Check the stack of boxes to the right of the entrance door. Climb on top of them, and behind the top layer of boxes is a Hell-Fire Ammo bottle. Grab this.



SECRET

#2 SECRET FOUND!



Check the left storage barrels along the side of the room. Leap on one, then over the top and turn left. Drop behind the mesh wall. On a barrel you find another hole. Grab a Hell-Fire Ammo bottle from here.



SECRET

#3 SECRET FOUND!



Check the stack of crates opposite the barrels, in the middle of the room, and climb to the top. You can see a balcony above. Although you can't climb on the balcony, you can hang from the balcony lip.



Shimmy left along the balcony flooring until you pass over the mesh wall, then drop down. In the room's far right area, move and pick up the Hell-Fire Soaker in the right corner. Leap back over the nearby boxes, and exit.



TIP



The Hell-Fire Soaker is an exceptional weapon, but don't squander it on zombies or vampires. Use this weapon exclusively for the genetically monstrous Abominators.



Move down the steps, turn right, and enter the control room your adversaries just left. As you move inside, turn around and belt the life out of a vampire attacking from behind.



Search the room. Smash two lockers to reveal a Medi-Pak in each. You'll need these shortly! Smash two chairs for Stakes.



Check the computer terminal marked "door." After fiddling

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with the code, Spike slices in and unlocks the huge door in the main corridor. Head there with your Hell-Fire Soaker primed.



Remain near the door as it opens, but stand your ground and wait for a nasty Abominator with a harmful leaping attack to come at you. Blast it, and the two more incoming from the far end of the corridor, with your Hell-Fire.



You use around half your tank of Hell-Fire, so sheath it as a door to your left opens, and take down the vampire with regular attacks. Follow the corridor to the left, as the main corridor ahead turns 180 degrees and ends in a locked door.



TIP

When using your Hell-Fire soaker, try to squeeze individual bursts of flame instead of holding down the button.



Head down the left corridor and bust up two vampires coming from the far end. Turn the corner, and Spike unknowingly steps through a laser wire.



This releases two deactivated cyborgs from their incubation chambers. Cyborgs are nasty and invincible soldiers, and should not be activated!



Open the door, and enter a cube-shaped chamber with cyborg incubation chambers in the middle. Stop right there! Three laser wires lie along the ground, currently invisible.



NOTE



Don't just run in here, as you will trip a wire, releasing two cyborgs. If so, you fail a mission objective and must restart this mission.



Move along the room's left side until you spot a compressed gas cylinder. Smack it, and it releases low-lying gas along the floor, revealing the laser wires.



These wires are deadly if you hit them, so turn to the right, and leap over the laser wire on your way to a set of steps and a side door to the control room.



Tackle the grenade-throwing zombie and the vampire (in that order), then move to the computer with the word "door" on its screen. Activate it with Use and the door at the far end of the main corridor unlocks.



Two crates hold Stakes. Smash the glass of some computer machinery before you step down, leap over the laser wire, and return to the main corridor.



Make a left, and with Hell-Fire Soaker in hand, douse the two incoming Abominators with fire. At the corner, turn right and right again after grabbing two Stakes from crates. Stride through the now-unlocked door.



NOTE

Continue Point Reached!



Run down the stairs, and at the junction with a side corridor to the left, tackle two wayward vampires. The door to the left is locked, so continue down the steps of the main corridor.



This base burrows into the ground, and the corridor you're inside proves this; it descends a couple of floors. Follow it to the bottom, as all doors on the way are locked.



Walk down the steps until you turn left, then left again passing a locked door. Tackle the security guard vampire, walk down another flight of steps, turn left and go down another set of steps.



A vampire emerges from an alcove to the left at the bottom of the final stairs. Deal with him, then take the Stake from the area he came in from. Stride through those security doors.



Enter a large square-shaped chamber with a military vehicle in the middle. Prepare to soak three incoming Abominators with Hell-Fire. Don't stop until all three have burnt to a crisp.



Although Spike thinks it would be amusing to try the machine gun atop the jeep, it doesn't have ammo. Search the area behind the jeep for two Stakes in crates. Tackle the vampire that appears.



It looks like you can walk on a scaffold mesh platform above this military vehicle, but not yet. Instead, exit via the door opposite.



Inside a maze of storage rooms, grab the Holy Water and turn right to take out two zombie soldiers. Both have grenades, so keep them at the mesh door, and avoid those explosions!



Step through the open mesh door, claim the Stake on your left and one ahead of you. Turn right and kick open the three tall lockers. One has a Medi-Pak inside.



Exit through the open mesh door on your left, past a Stake as you turn right, and right again into a final storage area with stairs leading up. Claim two more Stakes in crates to the right of the steps, then climb them.



At the top of the stairs, turn around and enter the doors. You're on the walkway above the humvee room. Strike down two zombie soldiers as you move down either walkway.



Both walkways merge to point to a door opposite. Walk through and dispatch two incoming zombies. These explode, so be careful!



Down more steps, enter through a door into a central command room. Take out two vampires, then move to the opposite wall and smash a crate with a Stake inside.



Ignore the main computer simulation mapping in the middle of this room, and turn right, climbing the three steps to the computer bank. Find the one with the monitor marked "doors," press Use.



Spike deactivates the two security doors you had to pass while descending the stairwell corridor. Smash the glass in some computer banks!



Enter the doorway left of the one you came through, into a meeting room. Dispatch the waiting lowlife blood-sucker, then Use the laptop on the table.



The computer is attached to a projector, which displays the cyborgs' weaknesses—they can be harmed by electro-magnetic pulses and stopped permanently if the mainframe to this facility is shut down.



Return to the main stairwell. Head out of the meeting room, turn right and move through the doors and up the steps. Avoid the grenades of two zombie soldiers.

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With the soldiers headless and burning, move through the doors, onto the walkway, and drop to the military vehicle room.



Head up the main series of stairs and corridors. At the first set of steps, attack an Abominator. Turn right, and smack the dust out of an incoming vampire.



Reach the top of these steps and turn left into a secured area you just unlocked. It's wise to enter this armory, providing you can defeat the two Abominators inside.



Search this area for goodies. There is a Holy Water bottle

on your left as well as a Hell-Fire vial, and a never-ending box of EMP (electromagnetic pulse) Grenades and Stakes.



Don't leave the room without these EMP Grenades, as you need them to temporarily shut down the cyborgs to come! Head out of the armory, straight ahead.



Strike down a devil and a vampire, turn right, and head up the steps. Make a right at the ammo box, toward the second of the doors you passed earlier.



Once you step through, two sentry guns stop Spike. It's suicide to step into this chamber, unless you take an EMP Grenade and throw it in, disabling the guns.



Switch back to unarmed combat, and move to the

right. Check out the two crates with Stakes, a Hell-Fire and Holy Water bottle, and a dead end.



Move to the room's left side, run to the end, and claim the Ammo Clip for the belt-fed machine gun on the military vehicle. The room behind the clip can't be accessed. Leave the way you came.



Test out that heavy weapon! Run to the stairwell, turn left, and head down the steps, back to the military vehicle. Dispatch a vampire and Abominator on the way.



Hop on the back of the military vehicle, and press the Use button to grab the machine gun. Target the large fuel tank on the opposite wall, to the left of the door.



The vast explosion creates a hole in the wall, which is

where you should go next. Use the machine gun on zombie soldiers appearing from the door to the right, and vampires dropping in from the walkway.



Deal with around four vampires and six zombie soldiers (some with grenades). They attack two to three at a time. If they run past your EMP Grenades, press Use to unhook yourself from the machine gun, and fight them normally.



Head through the large gap in the wall, turn right, and slap down a couple of unruly abominators.



Don't enter the door the Abominators came in from. Instead, turn and look at the opposite wall—climb on the barrels and onto the flammable gas tank, and grab the Hell-Fire Ammo. That's your final secret on this mission!



Open the door, climb the stairs, turn left, and enter the elevator. Turn around, step to the left, and activate the elevator. You're going up!



NOTE

Continue Point Reached!



Step out, through the double doors at the end of a short corridor, and prepare to face your fears! A well-built and invincible cyborg is coming! Produce an EMP Grenade and throw it his way.



TIP

Maximize your combat potential by switching between EMP Grenades and the Hell-Fire Soaker in this area. All non-cyborg enemies must be quelled in the shortest amount of time! There are four cells, but you only need to open one of them.



Switch to unarmed (or your Soaker), and grab an EMP Grenade from the room's left and right corners. Remember your EMP Grenade must hit the cyborg, or there's no effect.



Run to the cell in the room's far left corner. Open it via the lock on the right. Dive instead, and grab the limitless supply of EMP Grenades. Come back here for more if you miss the cyborg.



Move and open the far right cell door, opposite the one with the EMP Grenades. A bat beast is inside. Slap and Stake it, then grab the Severed Head of a recently deceased scientist, and a Stake by the corpse.



NOTE



The front two cells each contain a bat beast (or zombie demon), a couple of Stake chairs, and a Medi-Pak. Don't search them unless you want to grab every item and dispatch every monster.



The security door at the end requires a retinal scan to

unlock. Once the cyborg is stopped, take the Severed Head, and press Use on the scanner to the right of the door. It works! Thanks, Dr. Anglemann!



Head through the doors, running into an L-shaped connecting corridor. The cyborg's patrol pattern prevents him from following you. Open the door at the far end, and step out into a huge central bay.



Bring that Hell-Fire Soaker to bear on three Abominators, then continue the short controlled blasts on two more. That's the last one Spike has to confront!



The fun's not over yet though. From your starting point, turn left, and work around this huge room. Find infinite Stakes in the first corner, infinite EMP Grenades in the second, and the same in the third, near the door.



Run under the stairs and grab a Medi-Pak. The central stairs and sunken area yields nothing, nor does the balcony to the locked double doors. Head through the door with the green light above it.



This leads to an L-shaped corridor. At the end is a ladder to climb. Clamber to the top, and Spike witnesses the "womb" of this facility, where the cyborgs are created.



Drop down with EMP Grenades primed, and wake up two cyborgs. Turn left, and run to the far end of this rectangular chamber.



A computer on your left has a monitor that reads "cyborgs." Wait until both cyborgs are almost upon you, and throw an EMP Grenade so it explodes on one and the blast hits the other. The cyborgs need to be close to each other.

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Get close to the terminal; you have only five seconds to hack the mainframe and shut down the cyborgs. If they reactivate, throw another EMP Grenade. The hacking continues from the point at which you were hit.



It takes five seconds to hack and deactivate the cyborgs. To the left of the exit door is a box of infinite EMP Grenades. Use these if you run out.



Leave via the double doors, and enter another L-shaped corridor. At the end, you find yourself atop the balcony overlooking the bay you searched previously.



NOTE

Continue Point Reached!



Run onto the balcony, and a rotting cyborg zombie beckons Spike into mortal combat. It's Adam!

BOSS ATTACK! ADAM



Adam is invincible to regular attacks. Approach him with the Hell-Fire Soaker, your fists and feet, or Stakes, and he'll shrug them off.



He summons two zombie soldiers, and these reappear each time both are destroyed. The zombie soldiers are your only source of health and energy.



When Adam reaches full energy, he attacks in this order: First, he attempts to run at you, and attacks with bionic arm swings and kicks. These hurt, so run from them.



His second attack is to fire his cannon at you, lobbing two grenades your way. Place the two zombies in-between you and Adam, so the grenades strike the zombies. He fires two salvos of two grenades.



TIP

Let Adam defeat the zombies for you! Finish off each zombie soldier with a punch or kick to claim its energy or health.



His third attack is a series of machine gun rounds. These are difficult to dodge and they will catch you. Place the zombies between you and Adam, so the fire hits them. Move to the stairs and descend so the machine gun fire shoots above you.



TIP

You can block Adam's machine gun fire attack with the Defend or Block button.



The final attack is when Adam is vulnerable, for around three seconds. He runs to one of

three barrel depositories around the side of the arena, grabs a barrel, then throws it at you. Dodge these and get Adam to attack the zombies.



When Adam raises a barrel over his head, throw an EMP Grenade at him. This freezes him long enough for the barrel to explode above him.



He repeats his attack sequence once more. Avoid the zombies, and place them in Adam's way with your maneuvering. Stay by a barrel dispenser to minimize the time between barrel grabbing.



Throw an EMP Grenade at Adam, freeze him for around 10 seconds, then heal or fight zombies for health. Do this five times to defeat him.



Once Adam goes down, Spike grabs Cassandra's Leg, and completes his mission.

SUNNYDALE MALL

OVERVIEW

Willow always loves a good trip to the mall, but not like this! Explore different shops on the ground and upper floors, and if you need something, take it. You need to find a way out of this nightmare! There's a specific method of obtaining all the required items in a particular order, so follow the walkthrough exactly. It'll get you to an audience with Willow's gal pal, who's looking a little more evil this time around....

GOOD GUYS ENCOUNTERED

Willow Rosenberg
(playable)
Devoured Citizen

ENTITIES ENCOUNTERED

Female Vampire Type I
Female Vampire Type II
Vampire Type I
Vampire Type II
Vampire Type III
Vampire Type IV
Vampire Type V
Vampire Tara

ITEMS FOUND

Stake
Cooking Oil
Dictaphone
Medi-Pak
Holy Water
Baseball Bat (Spike)
Hell-Fire
Shutter Key
Credit Card
Cash (x2)
Broken Key (A52)
Door Key (A52)
Computer Store Key
Modem
Cassandra's Arm

SECRETS FOUND

#1: Sports shop: In the second changing cubicle.
#2: Sports shop: In treasure chest, in the storeroom after wall explosion.
#3: Bookstore: In second loft room above bookstore, adjacent to winch room.

UNLOCKABLES

#1: Multiplayer: Chainz
#2: Multiplayer: Abominator
#3: Extras: Robin Sachs voice over

LEGEND

- a Central Mall Area (Upper and Lower Levels)
- b Security Room
- c Sports Store
- d Component Storeroom
- e Bits and PCs Store
- f Secondary Mall Area
- g Papyrus Bookstore
- h Key Cutter's Store
- i Bank
- j Bank Vault
- k Tara's Balcony
- 1 Start
- 2 Cooking Oil
- 3 Escalator
- 4 Computer Terminal
- 5 Dictaphone
- 6 Sports Store Entrance
- 7 Secret #1
- 8 Oxygen Cylinders
- 9 Secret #2
- 10 Component Door (Locked)
- 11 Shutter Key (Dropped by vampire)
- 12 Shutter Doors (Upper and Lower Levels)
- 13 Vampire Informant
- 14 Credit Card (Dropped by vampire)
- 15 Ceiling Hole
- 16 Ceiling Hole
- 17 Secret #3 (Upper Crawlspace)
- 18 Elevator Winch (Upper Crawlspace)
- 19 Broken Key A52 (On Corpse)
- 20 ATM Machine (Lower Level)
- 21 Door Key A52 (Upper Level)
- 22 Bank Security
- 23 Computer Terminal
- 24 Security Shut-Off
- 25 Cash
- 26 Modem
- 27 Security Door (Locked)
- 28 Vampire Tara and Cassandra's Arm



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MAUL IN THE MALL

PLAYABLE CHARACTER:

Willow Rosenberg

OBJECTIVES #1:

Retrieve Cassandra's Arm from Sunnydale Mall.



After Willow walks into the shopping mall's ground floor, she spots two vampires dropping down from the balcony above. When the action begins, Fireball these two goons.



Start working around this central shopping area. The door to your right, and the elevator, are both denied to you. So is the second exterior metal door (with the red lock light).



NOTE

Note the metal doors in alcoves with benches in them, at the edge of the first and second floors. All are currently locked, and only those with red lock lights can be opened during this mission.



Two more fiends drop in to attack you. Smash these vampires (the Fireball is your preferred spell, or the Sun-Spell). Head to the central fountain area.



You can go on a furniture rampage, Fireballing (or punching) three benches, and two chairs. All three benches collapse, leaving three (or four) Stakes. Each chair leaves a Stake. Wooden benches around the exterior of the mall cannot be busted.



Tackle two more vampires leaping down from above, then check out the hot dog stand. Grab the Cooking Oil.



The remainder of the lower shopping mall area lacks areas of particular interest except for another locked metal door and an ATM machine. Remember its location for later.



Dust three more vampires (usually appearing one at a time) while you run around the remainder of the lower floor. Claim a Stake from a fallen potted fern. Both Corrys and Johnsons storefronts are sealed.



You'll break and enter the Sunnydale Sports store in a moment. First though, head up the escalator to the second floor. Take out two vampires on the way.



Go to the security room ahead and at the top of the escalator. Optionally, turn left and run around the second floor mall balcony.



You pass Jollybee, a metal door in an alcove, and a key store. The key store has the only unlocked door, but don't enter it yet.



Contronic Music is boarded up and cannot be accessed, and neither can the next metal door on your right. Take two Stakes. Pass the elevator, grab two more Stakes from fallen plants and two more Stakes on the right wall of the alcove with another locked metal door, and you're back at the escalator.



Head into the security room opposite the escalator. Open the door to your right, but don't step in, as two vampires attack from the right. They won't follow you outside. Try a Sun-Spell from the near side of the door to dispatch them both.



Enter the security room. Find a Stake inside a chair on your right, and a Holy Water bottle in the potted plant in the far left corner. Step over to the security console desk, and take the Dictaphone.



This Dictaphone comes in handy later. Now move to the right and access the PC with the word "door" on the monitor. The network is trashed, and needs a Modem to reactivate it. With a working network, Willow can unlock every metal door.



With Dictaphone in hand, exit the security room and either head down the escalator or leap off the balcony. Make a right turn, and smash the boards over the sports shop doors. Find two Stakes afterward, on the ground.



When you enter the sports shop, three vampires surround you—two ahead, and one from behind. Tara's thoughts mention a new spell to try.

WILLOW'S MAGIC BOOK: NEW INSCRIPTION POSSESSION



Pressing Kick, Punch, Punch allows Willow to enfeeble an enemy's mind, effectively making it a combat machine for the good side. The affected enemy shimmers in blue lights, then attacks the previous friend closest to it. It continues until both vampires have no energy; then Stake them! You can even attack your new "friend" without him fighting back. Don't use this attack in areas with only one enemy!



Step into the sports store, and snag the Medi-Pak on the right side counter. A chair with a Stake is to the right of it. Prepare to fight off three vampires. A Sun-Spell might be better right now.



Those punks keep on coming! Tackle two more vampires, possibly with Fireballs as your magic energy may be depleted. There's still

no rest for Willow—Fireball two more vampires!



Check the shop's left side, grabbing two Stakes on the ground, Holy Water on some shelves, and a Baseball Bat from the first cubicle. This Bat increases your combat effectiveness, but you can't cast magic while holding it.



TIP

Maximize the combat effectiveness by disarming yourself, casting Possession or Shield, then re-equipping the Baseball Bat, turning Willow into a combat monster!



SECRET

❖ 1 SECRET FOUND!



Inspect the second cubicle, smashing the chair and two crates to get inside. All three offer up a Stake. Then grab two Hell-Fire bottles and a Medi-Pak from a secret stash under the seat.



Turn around, and step toward the doors opposite. Inside is a smaller showroom area. Batter down the vampire, pass the tennis racquets on the left, and head through another pair of doors.



You're set upon by two vampires in front, and one from behind. Put away your Bat, and bring out a Sun-Spell. Or, smash all three vampires with your Bat.



Check this final area for three Hell-Fire potions, then vault over the cash register desk. The door to the left is sealed. Grab the Medi-Pak, and smash both chairs to the right for Stakes.



Batter up! Smash two vampires that approach from behind you, then check out the store cage. Notice an

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oxygen cylinder here before another female vampire attacks.



Beat her down, and another vampire duo. The fire exit is sealed, leaving you unable to reach the cage, which has a locked cage door. That cylinder is leaking gas. Let's try to ignite it!



Stand opposite the cylinder, with your back to the cash register, and produce a Fireball, aiming it at the cylinder. It explodes, rocking the entire mall, and opening up both the cage door and a wall beyond!



TIP

Don't try igniting the cylinder with Hell-Fire, as Willow has a nasty throwing arm, and the bottle explodes on the cage, dousing the witch in fire. Not good.



NOTE

Continue Point Reached!



Step into the wrecked cage, ignoring the hunting rifles to the right. Don't set yourself on fire by moving too close to the burning boxes. Step into the PC store's storeroom and grab two Stakes from the rubble.



SECRET

#2 SECRET FOUND!



When you step through the rubble, make a right turn, and look to the ground. Notice a small treasure chest on the floor. Open it for a Medi-Pak. Checking the box is your second secret.



Check the rest of this storeroom and find Hell-Fire on a table to your left and a Medi-Pak opposite. There's a Stake on the floor, and another from the chair to the left. Check the door marked "Component Store." It's locked! Return here later.



Move to the passageway store area, and beat down a female vampire coming out of the far door. Check the room for a Stake on the floor to your left, and Holy Water on the right shelving unit. Douse another vampire in fire.



You appear in the store called Bits and PCs. Move along the counter and grab three Stakes (one from a chair). There's another by the potted plant in the corner.



Nine vampires attempt to thwart you, attacking singly or in pairs. They appear from the storeroom behind you, or the front doors ahead. Use Possession when two appear. Otherwise, Fireballs use the least energy.



Grab a Stake, and two more from crates near the exit,

then leave Bits and PCs. You don't need to return here for a while. Step out into a secondary mall area. Tara chimes in with another spell.

WILLOW'S MAGIC BOOK: NEW INSCRIPTION SONIC BLAST



When a few enemies are swarming, press Kick, Kick, Kick to create a Sonic Blast that knocks foes back in all directions. This method is great when you're overwhelmed.



Step into the mall, turn left, and tackle two incoming vampires. You can use your Sonic Blast to test it, although a couple of Fireballs and some Stake-stabbing is more economical, energy wise.



NOTE

There is a shutter key on the counter in the Bits and PCs store. The shutter key allows you to use shortcuts through the green/red light doors that connect the central mall area to the secondary mall area.



This lets you return to the main circular mall area and this rectangular-shaped zone without running back through Bits and PCs and the sports store. This quickens your time, but lessens the number of vampires. The walkthrough reflects the fact that you are using the Shutter Key.



Inspect the bottom floor of this new mall area, after unlocking the metal door behind you. The bakery, Chimes, Jolly's Megastore, and Kastan's Perfume are sealed. Find two Stakes in the corner left of the metal door. Attack three vampires during this time.



Discover three Stakes by the potted plant near the perfume store, and three more near a plant under the escalator. The Chew & Grill shop is closed. Blast another two vampires.



Head to the second floor of this rectangular mall area.

Although the bank and bookshop are the two main areas of interest, begin by checking the mall area itself.



NOTE

Continue Point Reached!



At the top of the stairs, check the door to Buy Me Toys—it is locked. Take down two vampires ascending the escalator, then check the potted plant to the right for a Stake.



Turn right, and right again, and check the plants and benches. Find two Stakes, another two, and three inside a park bench to the left. Two more vampires attack as you near the bookstore entrance. Doctor Wong's Health Store is closed.



Two more vampires attack as you pass Papyrus Books. The metal door at the end of the balcony area opens with the Shutter Key. Fly Away travel is closed. Another vampire leaps from below! Dust him!



Find three Stakes by the tape outside Fly Away, four more near plants, and one by a trash can opposite the door to the bank's side entrance. The door has a dove on it. Attack another two vampires springing up from below.



The double doors to Sunnydale Bank are shut, so try the door with the dove on the glass. On the other side is an evil vampire, but one who's also strapped for cash.



The vampire offers Willow a deal. In return for money, he'll tell her how she can activate the security doors. Come back to this point with enough money to bribe him. You currently have none.



Deal with two more vampires on your way to opening the

doors to Papyrus Books, opposite the bank. Step through and two vampires attack you.



There is a shiny object on the counter; pick it up. It's a Credit Card! You can use this in the ATM downstairs inside the circular mall. First, check the floor of the bookstore to claim four Stakes. Tackle the two more vampires that appear, too.



As you reach the shop's far area, a vampire drops down through a grate. Rearrange his fang-filled features, then check the cash registers and "employee only" door. Nothing!



Check the ceiling the vampire fell through. Aside from yielding six Stakes, it has a loft space to investigate. A second square hole is to your left.

Buffy

the Vampire Slayer

CHAOS BLEEDS

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Move to one side of the book ladder, and press Use. Push or pull it either left (to a secret stash) or right (to a winch room), and stop when the ladder is under your preferred hole.



We'll cover the winch room first. Hang from the ladder, climb and jump, clinging to the lip of the hole, and pull yourself into a loft area. Turn left and see a mesh wall where the other hole appears.



NOTE

Continue Point Reached!



Ignore the mesh wall and locked exit door, and head through the open mesh door to a winch. A container holding infinite Stakes is to your right. Inspect the winch. It is jammed and needs lubrication.



Take the Cooking Oil you found at the hot dog stand, and press Use. Willow starts the winch, and the elevator in the main mall area begins to work. Enter the elevator.



SECRET

3 SECRET FOUND!



Drop into the bookstore, push the book ladder to the left, under the second hole, climb up into the meshed off area you couldn't access at the winch room. Smash the two crates for Stakes, then grab Hell-Fire, Holy Water, and a Medi-Pak in a secret stash.



Head out of the bookstore, make a right and demolish three vampires with a Sun-Spell. Exit the metal door of your choice; via either the second or first floor. You need the Shutter Key, or you'll have to face vampires when you move through the PC and sports stores.



Drop to the first floor of the circular mall room, pass the elevator and run toward Johnson's jewelry, to the ATM machine in the alcove. Slap down two vampires on the way.



Use the Credit Card to retrieve Cash from the ATM Machine. Willow knows there's a lot of money here, but it isn't enough.



Turn and run across the fountain area to the elevator opposite. Enter it, bend down at the corpse, and retrieve a Broken Key from the body. Press the button on the inside of the elevator and ride it up.



Emerge, and turn left. Run around the balcony clockwise to the key store, and open the door. Use a

Sun-Spell at the door to demolish two vampires, then head inside.



Find two Stake chairs in the far left corner, and Hell-Fire plus Holy Water on the counter, but the register has been looted. The door at the back of the shop is sealed.



Turn and check the rack of keys on the right wall. Willow checks the name of the Broken Key—A52—and finds a match! She takes the Door Key. This opens the double doors to the bank.



Return to the bank. As you emerge from the key shop, three vampires strike you, two attacking from behind. Try a Sun-Spell or Sonic Blast. Then run clockwise past a locked metal door, past the security room, and through the metal door leading back to the second floor of the secondary mall area.



Bust and dust the two vampires on this balcony, pass the dove door, and use the Door Key to open the bank's main entrance. As Willow passes through the security barrier, her metal objects set off an alarm!



The door locks behind her and a security window seals the counter. Step back, turn right, and press Use to place all Willow's items on the tray. Enter through the barrier, turn left and grab the items from the other side.



Searching the bank's foyer yields two Stakes along the walls, and a Holy Water by the table. The door to the left is locked, so leap over the counter (the security system needs to be green for you to access this area).



As you drop down on the other side of the counter, tackle two vampires running

in from the left. Three more leap in from the entrance after you defeat the first two.



When the action has abated, pick up the Medi-Pak from the trolley, enter the arch on your left, and grab two Stakes from crates, Hell-Fire, and Holy Water from this area.



Open the door to the right. This leads to the vault on your right. Dispatch the ambushing vampire coming out of the vault, and inspect the area. There are two crates with Stakes, but the doors are sealed.



Open the door opposite the one you came through, and enter the manager's office. Two vampires are in here, and the farther one is attacking a citizen. Ignore the first vampire and strike the second one before he devours her! Try a Sun-Spell, or grabbing and throwing. Your offensive magic will harm the citizen, so be careful!



If you save the citizen from the vampires, she rewards you with Hell-Fire.



Four Stakes are dotted around the corners of this room, and a Hell-Fire lies in the bookcase. Of particular interest is the manager's computer. Willow accesses it, using the Dictaphone from the security room to play back the manager's voice.



This opens the vault! Enter the vault after pressing the switch on the wall. This releases the security barricade on the front door and window.



Step into the vault, grab two Hell-Fire bottles from the shelves, and another wad

of Cash. Although the vault has been ransacked, there's enough Cash to pay your vampire informer.



Exit the bank, tagging a trio of vampires on the way, and a fourth outside. Move to the door with the dove on it, and with the two wads of Cash highlighted, press Use.



The vampire on the other side hands you a Computer Store Key, and tells you it's for a storage room inside the Bits and PCs building. Drop off the balcony or go down the escalator.



Head into the entrance to Bits and PCs on the right, at the base of the escalator, and dispatch the vampires inside the shop floor. Take the door in the far left corner, toward the storeroom passage.



Enter the passage, move to the rubble, turn right, and



Step into the vault, grab two Hell-Fire bottles from the shelves, and another wad



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Buffy

the Vampire Slayer

CHAOS BLEEDS

move to the door marked "Component Room." Open it (as long as you have the key from the vampire informant).



NOTE

Continue Point Reached!



Inside this storeroom, on the left shelf, is a Modem. Willow needs this to hack into the door security system! Emerge the way you came, and move back to the main circular mall area.



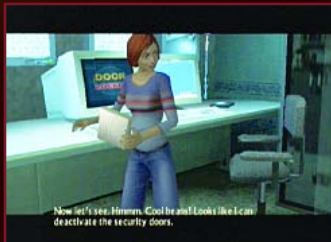
The quickest route is back through Bits and PCs, then right, through the metal door, and back. Or, try attacking the female vampire outside the component room door, move through the rubble, and through the sports shop.



Move to the escalator, climb up it and prepare to repel

Prima's Official Strategy Guide

vampires on the way. Head to the security room, open the door, stand at the entrance, and demolish the two vampires before entering.



Head to the PC marked "doors" and press Use. Willow produces the Modem, and hacks into the security, deactivating all the metal security doors in the mall that can be opened.



This unlocks only one door if you have the Shutter Key; the exit to this area of the mall, and an audience with the reprobate guarding Cassandra's Arm.



Exit the security door, move to the second floor balcony, and locate the metal door between the key store and Jollybee. There may be a vampire to slay or avoid in this area. Take this exit. Head into a connecting chamber and enter the door ahead.



NOTE

Continue Point Reached!

BOSS ATTACK! VAMPIRE TARA



Willow steps out into a balcony, and spots a familiar figure on the balcony opposite. The First has chosen Vampire Tara as a champion! This is a duel of magic!



Combat is straightforward. You cannot move from the balcony, so all your attacks must be from range. The only attack that works is the Fireball. Hell-Fire, Holy Water, and throw attacks don't reach.



Tara attacks with slow moving but powerful fireballs. Dodge these. Position yourself behind one of the pillars so her attack dissipates off the steel structure.



Tara conjures vampires that leap the balcony and attack you. Then Tara begins to throw fireballs again.



Tara's attack pattern is simple, but difficult to beat. Cast a Homing Missile at her when she is about to stop.

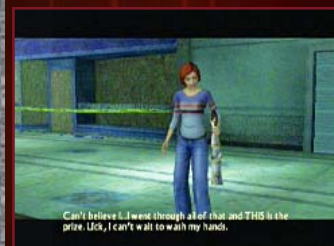


Make every Homing Missile count. When the vampires jump in, use any other attack (punching, Baseball Bat, Hell-Fire, or Holy Water) to strike them down. You need their energy to rejuvenate your magic. To receive energy with minimal sacrifice, block a vampire while placing it between you and Tara, and let it absorb a fireball. Then finish it. Don't let Tara take out the vampire, or the energy will be lost.



TIP

Cast Possession on the vampires to make them attack Vampire Tara!



It takes around 10-12 hits to finish off evil Tara. Willow then gets the body part she was sent to find. Mission complete!

SUNNYDALE ZOO

OVERVIEW

The pamphlet never mentioned zombie penguins and zombie gorillas at this zoo! Work your way around the park and gain access to the aquarium, where the unlikelyst of enemies awaits! Buffy must watch her step, using her Block button on some of the more hairy zombie types. Stay on course and don't get lost by entering areas of the zoo that aren't necessary to further the mission.

GOOD GUYS ENCOUNTERED

Buffy Summers (playable)
Devoured Citizen (x2)
Devoured Zebra (x2)

ENTITIES ENCOUNTERED

Zombie Penguin
Female Vampire Type I
Female Vampire Type II
S&M Mistress
Vampire Type I
Vampire Type II
Vampire Type III
Vampire Type IV
Vampire Type V
Zombie Devil
Abominator
Zombie Demon

Materani Type II
Zombie Gorilla
Zombie Bringer
Ripper

ITEMS FOUND

Stake
Holy Water
Hell-Fire
Shovel
Medi-Pak
Water Soaker
Holy Water Ammo
Key (Reptile House)
Relic (x3)
Tranquilizer Gun
Invisibility Orb
African Shield (Shield of Rei)

Cassandra's Torso

SECRETS FOUND

- #1: Entrance: To the left of the door to the African exhibit, in bush.
#2: Monkey Enclosure: Behind hedges above park benches.
#3: Reptile House Entrance: At base of far bush to right of entrance.

UNLOCKABLES

- #1: Multiplayer: Zombie gorilla
#2: Extras: Joss Whedon voice over
#3: Multiplayer Map: Quarry

LEGEND

- a Zoo Entrance
- b Africa Exhibit Hallway
- c Africa Exhibit
- d Lion Kingdom Enclosure
- e Monkey Enclosure
- f Reptile House Entrance
- g Reptile House
- h SUV Courtyard
- i Tunnel
- j Jungle Cafe
- k Entrance To Aquarium
- l Aquarium
- 1 Start
- 2 Entrance To Reptile House
- 3 Entrance To Jungle Cafe
- 4 Entrance To Aquarium
- 5 African Statue (Invisibility Orb)
- 6 Secret #1
- 7 Force Field
- 8 Devoured Citizen
- 9 Secret #2
- 10 Glass Windows
- 11 Reptile House Key
- 12 Devoured Citizen
- 13 Secret #3
- 14 Reptile House Doors (Locked)
- 15 Zookeeper's Exit
- 16 SUV
- 17 Ladder
- 18 Relic
- 19 Power To Electric Fence
- 20 Door and Switch
- 21 Entrance To Tunnel
- 22 Locked Mesh Door
- 23 Exit From Tunnel
- 24 Bale Of Hay
- 25 Gate Switch
- 26 Tranquilizer Gun
- 27 Relic
- 28 Relic (From Gorilla)
- 29 Shield Of Rei
- 30 Bringer Magician
- 31 Ripper and Cassandra's Torso



Buffy

the Vampire Slayer

PRIMA'S OFFICIAL STRATEGY GUIDE

CHAOS BLEEDS

WHEN ANIMALS ATTACK

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVE:

#1: Retrieve Cassandra's Torso from the zoo.

#2: Find a way to pass the mage and claim the Torso.



Buffy warps in from the hospital, just in time to see a trio of zombie penguins finishing a zebra meal.



Jumping down from the hedge "zoo" sign is a female vampire, and another approaches from the right. Attack them, but bear in mind that your first plan is to locate some Stakes.



Run to the right, along the stone path, and you have a choice of two benches. The left one is partially destroyed. Two Stakes are here. A worker's barrier to the right

also can be dismantled for a Stake. Grab one, and finish the ladies.



Stab the initial two deviant vampires, then two S&M mistresses appear from the reptile house door. This is to your right, by the worker's barrier with the flashing light on it.



Fight until the two freaks fall. Inspect this area for doors and objects of interest. From your starting point, note that the three entrance doors behind you are locked.



TIP

Although there are a number of unlocked doors in this entrance zone, don't enter unnecessary areas yet, unless you want additional combat opportunities.



If you move to the left, check the signpost and the path heading toward the Jungle Cafe. You can smash two park benches for four Stakes.

The Jungle Cafe door is open. Come back here later, with a Tranquilizer Gun.



The next area is the aquarium, in the upper left portion of the initial area, and to the left of the main steps to the Africa exhibit. Find a Shovel here to play with.



To the right of the Africa building, a pair of double doors lead to the reptile house; these are locked until opened by the two S&M mistresses. Don't go in here just yet either!



Instead, move across the entrance to the large building with the steps. Behind you is an old tribal statue with three indents in front of it. Remember this for later.



For now, the only way to complete this mission—

without becoming lost—is to move up the steps to the main doors and enter the interior courtyard beyond.



SECRET

#1 SECRET FOUND!



If you head forward from your starting position, around to the steps and the entrance to the Africa exhibit, stop and turn right. Move onto the upper step, then to the bush near the exterior hedge. Look behind the hedge to find Holy Water and Hell-Fire.



Enter this interior area, and engage the vampire. Find three more Stakes in the far right corner, near a trash can.



The door to the left is locked, and the one on the right leads to a trophy room where a vampire mage conjures a force-field to protect him from your advances. Find a way past this magical barrier. This is

Objective #2. Take the Medi-Pak to the door's left.



The only way forward is through the exit doors ahead of you. You appear at the lion enclosure, with two vampire women to fight. As you walk inside, two S&M mistresses open the door to your left.



This door leads to the lion's kingdom enclosure, which is your preferred route. Smack down the remaining mistresses, and a couple more vampires that appear.



Scan this enclosure. Smash a park bench on your right for three Stakes, then head right and get broadsided by six vampires, each attacking two at a time. All but one are female.



After a short scuffle with another female vampire, pick up three Stakes from another park bench, and check the mesh doors inside the lion's cave tunnel. These are locked.



Run back to the starting junction, and if you peer into the lion's enclosure, you see a ladder and maintenance duct leading down. That looks like the only entrance inside the pen.



The lion's cave entrance on the left side is locked, so break the construction sign for a Stake, and go through the doors to the monkey enclosure. These are open only after the S&M mistresses emerge. You may have to fight two male vampires to get here.



Inside the doors is a short tunnel containing three Stakes. Move to the doors at the other end of the tunnel, and open them.



Enter the monkey enclosure. Inside you hear the shrieks of a female citizen being set upon by a vampire.



You have moments to knock him from his attack before the citizen falls. The easiest way is a leaping kick. Stab the vampire, then press Use in front of the citizen, and she gives you Hell-Fire.



Turn right, and tackle the zombie devil that's appeared, and another incoming vampire. Look right, and smack the devil into oblivion.



Run back to the citizen (if she's still alive), and tackle a zombie devil that's leapt in behind you. He's joined by a devil landing near two park benches. Flatten them both!



Turn and head right, battering down a zombie demon and a vampire with quick plunging strikes. Pat yourself on the back if the citizen's still here!

SUNNYDALE ZOO



SECRET

#2 SECRET FOUND!



Check the area by the two park benches. Smash the right one to find three Stakes. Leap onto the grassy area above the benches, and again to a hidden hedge alcove where you can snag a Medi-Pak, Holy Water, Hell-Fire, and a Water Soaker!



Move down to the ground, and head to the right, optionally checking the doors behind the three construction signs. They are locked, but each sign holds a Stake.



Head into either of the cave tunnels on the monkey enclosure, and go to the three glass windows (near the right entrance). If you approach from the left tunnel entrance, you pass a broken bench (with two Stakes) and an electrical fence opposite. Jump at the fence to get a shock.

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the Vampire Slayer

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Smash open one of the three windows, and enter the enclosure. Turn left, and land on the wooden ledge, near two Stakes on the grass.



Leap around the rock on the wooden ledges, collecting a Stake from the second platform. On the third, leap across the gap to a ledge full of goodies on the other side.



NOTE

Continue Point Reached!



Snag three items: Holy Water Ammo for the Soaker you just found, a Medi-Pak, and a Key. This Key opens the reptile house, and that's where you're headed next!



NOTE



Before leaving, scan the electrical fence. Across the way is a ledge attached to the fence, with a shiny object on it. Knock out the power to shimmy over and grab this. Come back here later!



Enter the door to the tunnel leading to the lion enclosure, and slap the two vampires inside. Emerge back in the lion's kingdom, and move to the African exhibit courtyard, and back to the entrance. Watch for a vampire in the courtyard.



Drain your Soaker on two female vampires landing in the entrance, then make a left and run toward the reptile house entrance. Inside a connecting tunnel, soak two more vampires.



Emerge into the reptile house entrance, battering down or soaking an S&M mistress and lady vampire. Stand at the doors so the enemies can't harm you. Step into the entrance area.



On the other side of the entrance sign is a citizen who hands you Holy Water if she's still alive. Grab this, then demolish the bench near her for three more Stakes.



SECRET

#3 SECRET FOUND!



The final secret on this mission is in the undergrowth and hedges behind the bench, to the right of the reptile house entrance. At the base of the bush in the far corner is a Medi-Pak, Hell-Fire, and Holy Water.



Move up to the pair of double house entrance, battering down or soaking an S&M mistress and lady vampire. Stand at the doors so the enemies can't harm you. Step into the entrance area.



Step into the reptile house, and prepare for some monkey business! Wait at the entrance to this large series of glass viewing cages for two rotting zombie gorillas to trot in.



Block, then pummel them both, then inspect this zoological habitat. No more creatures occupy this chamber. All the displays are empty.



If you're feeling like having a smashing time, destroy 28 windows! Crash through one of the four glass panes at the display on the house's right edge.



Look for the display to the right, with the four windows on it, and a differently colored backdrop. Move to the backdrop and press Use—it opens! This is where the keepers must have entered.



Step into the zookeeper's storage room, turn left, and attack an incoming vampire. There's a Shovel, and around the corner, a Medi-Pak and two Stakes in crates along the left wall.



Check the door ahead of you—it's locked. Kick through the window on the right wall, dropping into the zoo maintenance area.



NOTE

Continue Point Reached!



Two silverback zombie gorillas coming in from the path to the right swarm you. Dispatch them with blocking

and bashing, then check the dead end to your left. Discover a locked mesh gate and two crates on a crate-carrying trolley.



Head right, past the trash bins, toward a building with two trash cans in front. The door is locked, so turn left and enter a courtyard with an SUV parked in the middle.



After knocking the teeth out of an incoming vampire, pick up the Medi-Pak from the ground near the SUV. Grab three Stakes near trash bins to the left of this central area, and one in a crate in front of the trash bins.



Your path takes you to the shutter door behind the SUV, but check out the remaining area. The narrow path to the left of the SUV runs adjacent to the locked mesh door. Smash two crates for Stakes.



Run past the SUV, check the gate at the area's far left end

(it's locked), then run right, through an open mesh door, past a steaming generator, and smash open the electrical power terminal. Pull the lever. The power is now off to the monkey enclosure electric fence.



TIP

Don't head back to the monkey enclosure yet—do some warehouse checking and tunnel accessing first.



Only one door is unlocked, but you need to investigate the area behind the SUV first. Move to the shutter switch to the shutter door's right, and press Use.



The shutter door clatters open. Step inside, and smash a crate inside a warehouse area. Pass the zebra carcass, and stab the vampire in the warehouse area ahead. The mesh gate to your right is shut.



Turn right, view another zebra carcass, and stamp on one more Stake crate.

Return to the second part of this warehouse, and look behind you for a ladder.



Climb the ladder, and once at the top, shimmy to the left. Hang onto the mesh gate as it descends, blocking off the entrance. However, the gate to the second part of this warehouse has risen.



Drop off the mesh gate, turn left, then run under the dropping gate into the final area of the warehouse, and stamp on a crate in the corner for a Stake. Check the hay bales for a Relic piece. This is the first of three you must collect.



Exit via the door, and enter the only unlocked door in the SUV area. It's opposite you, to the left. Once inside, bust and dust the vampire that attacks from the left.

Buffy

the Vampire Slayer

CHAOS BLEEDS

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A large mesh gate blocks your path. Press the switch to the left, and the gate rises. Jump and grab the rising gate if you want to continue, or run under it to inspect the warehouse portion beyond.



This warehouse area has a Shovel and two crates with Stakes at the end. On the other side of the right wall is the area of warehouse you need to reach. You can see a ladder down into a manhole. A vampire leaps across to your position. Deal with him.



Return to the large gate, open it, run under it to the warehouse entrance, then move away from the gate so it descends. Press the other switch, then jump and grab the top of the gate, and ride it up.



Shimmy to the right, onto the concrete wall area, and stand atop it. Drop into the other side of the warehouse. Check the small storage room behind you for Holy Water Ammo and two Stake crates, then descend the ladder.



NOTE



A shutter door near the ladder allows access to the exterior. Head through here optionally, turn right, run to the locked gate and smash off the lock. You can move between the SUV courtyard and this warehouse without the gate hanging. Strike a vampire behind this fence, too.



You're in the main sewer tunnel under the zoo. Pass the two Stake crates on the left, and strike down the vampire that drops down from another ladder at the far end of the sewers. Climb this ladder.



You emerge inside the lion enclosure, atop the ladder and hole you saw earlier. Turn right and grab two Stakes, then move to the hay bale ahead and left.



Move so you're at the narrow end of the hay bale, and press Use. Push the hay bale toward the pair of barred gates, one of which is raised. Beware of three vampires leaping in from the pathway on the other side of the fence, to your left.



With the hay bale under the gate arch, turn and smash through one of the four glass windows. Climb inside the lion's interior tunnel. There may be a vampire on the grass outside, so strike her down if you wish.



Although you can enter the tunnel, you can't access the

locked gate inside. Instead, in your initial tunnel area with the smashed windows, turn and press a lever on the wall.



This drops the nearer barred gate, and raises the further one inside the arch. With the hay bale pushed all the way in, you can move under both bars, as the nearer one is stopped from closing completely.



Slap down any wayward vampires, then move to the barred gate, and crouch. Buffy auto-crouches, and moves to the second part of the lion's enclosure on the other side.



NOTE

Continue Point Reached!



Move to the four windows, smash them, and leap into the tunnel area. Stop and pick up the Medi-Pak and a Tranquilizer Gun in front of you. Enter the Jungle Cafe and secure that area.



TIP



The Tranquilizer Gun has limitless ammo and takes out every enemy type. Use it whenever you wish!



Enter the tunnel area, and smash the locks off the three gates, exiting back onto the pathway. Stay in this enclosure until you exit via the doors to the monkey enclosure, on the same wall as the left tunnel exit.



Enter through the tunnel, sedating both vampires. Emerge into the pathway around the monkey enclosure, turn right, and dart a zombie devil and vampire as you head back to the smashed windows.



Enter the enclosure, leap onto the three wooden platforms, then across to the platform where you found

the Key to the reptile house. As you reach the windows, a devil and a vampire assault you. Ready yourself!



Once on the platform, leap and grab the electric fence. You did turn off the power at the generator when you were in the SUV courtyard, didn't you?



Shimmy to the right, past a spotlight, and drop (press Jump) onto the platform attached to the fence. Stoop and pick up the second Relic rock. Exit this monkey enclosure, heading back to the lion kingdom.



Exit through the African exhibit interior courtyard. Dart an S&M mistress. Back in the entrance area, move toward the Jungle Cafe to the far right (if looking from the African exhibit doorway).



Hit a female vampire and a mistress with the weapon of your choice as you move

to the Jungle Cafe entrance. Open those doors, and head inside.



As you ascend the shallow stepped area to the cafe courtyard, two zombie gorillas charge you one at a time. Tranquilize them, or use your fists and feet.



Inside the Jungle Cafe courtyard, spot a gorilla on the roof, holding a strange object. You can only attack him when you have the Tranquilizer Gun.



Take the Tranquilizer Gun, and use the right shoulder button to aim after you dodge a piece of flaming roof it throws at you.



Only one dart is needed. The gorilla collapses and falls from the roof. Inspect the object he dropped. It's

SUNNYDALE ZOO

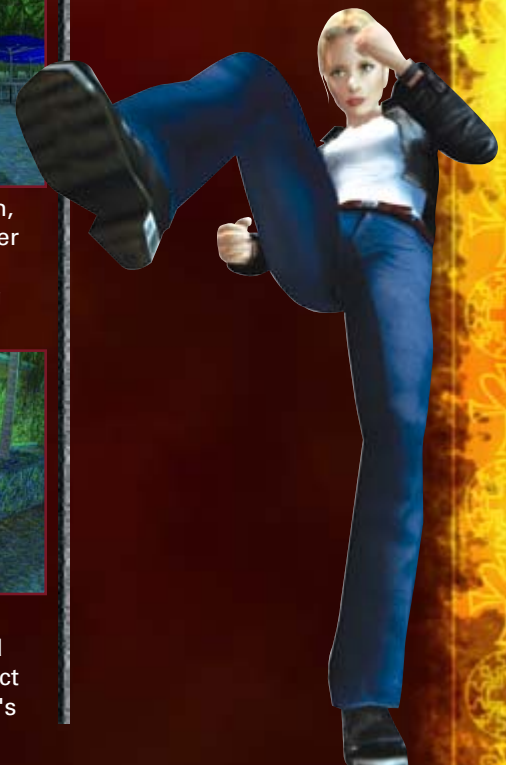
the final Relic! Snag it, and the two Stakes from chairs along the bar front. There's a Medi-Pak here as well.



You still need to check two areas: the African exhibit where the vampire mage has summoned the force-field, and the aquarium where your path has been blocked from the start.



Go to the entrance area, and run to the masked statue in front of the exhibit doors. Two female vampires drop in by the aquarium entrance doors to your left.



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Deal with them, then step up to the statue and press the Use button. You drop a Relic onto the hole in the statue. Do this two more times, and the statue releases some serious mojo!



Press Use to grab a floating blue Orb by the statue, and Buffy turns invisible! Turn around, and enter the African exhibit double doors.



Pass the waiting female vampire who can't see you, and enter the double doors to the right. Step toward the force-field.



NOTE

You have a limited amount of invisibility time—around 20 seconds. Then you revert to a normal state, so don't delay in passing through the force-field.



Move through the force-field, then kick and Stake the vampire who created this annoyance. Check the center of this exhibit—the powerful Shield of Rei!



Grab the shield, but don't equip it yet. Exit the exhibit, slap the vampire in the courtyard, move back to the entrance area, turn right, and open the doors to the aquarium.



Inside the doors is a tunnel with two female vampires. Defeat them at once, then move through the exit doors to the aquarium courtyard. Tackle the two vampires in here, then smash the bench for three Stakes before opening the aquarium doors.



Enter the aquarium, and stride through the underwater tunnel. Make short work of the two zombie gorillas, and stop at the tunnel's end as it curves to the left.



NOTE

Prior to obtaining the Shield, you can move to this point without a problem, until you are teleported back to the aquarium doors.



When you reach Bringer, make sure you're carrying the Shield. You cannot attack while using it, so equip it only after you destroy the gorillas.



When you reach the Bringer, he casts a teleportation spell on you, sending you back to the aquarium entrance. Willow chimes in with a clue. If you approach him a second time, you fight three zombies to reach him. If you're teleported again, one zombie meets you.



Take your shield out, and when he casts his spell, press the Block button to deflect it. Simply standing there with the shield won't affect the spell.



Bring out your Water Soaker, and fry this fiend! Other weapons work well, but the Tranquilizer Gun has no effect. Continue to beat on the Bringer until he falls.



BOSS ATTACK! RIPPER



Head down the steps, open up the door to the aquarium arena, and Buffy looks at the silhouette of her Watcher, Giles. But when he turns around, Buffy reels in shock. It's Ripper!



After some terse conversation about the location of an apple, Ripper begins combat with Buffy. Watch Ripper's every move during the combat to come!



No guns, just hand-to-hand attacks are required against Giles's alter ego. Memorize his attacks, and the order they come in. First, do not attack him!



He is invincible initially, with a shield up. He casts an ornate fireball. Move to the side and let it pass. He continuously fires these during combat. Dodge them when you can.



Next, he summons a zombie gorilla. This critter has a nasty punch, so attack it, while avoiding Ripper's fireballs. Or try placing the gorilla between you and Ripper, and letting his fireballs strike the primate. Finish the gorilla yourself for health or energy.



Ripper can also teleport. And fly! When this happens, stay away from him and his shields, and avoid the fireballs he launches. Keep the camera fixed on him to check his position.



Finally, Ripper clones himself, splitting into four identical beings. The "real" Ripper is always in the middle of the quartet when they are summoned. His clones can also launch fireballs and run.



Ripper is only vulnerable when he's cloned himself. Wait until he drops his

shields or runs, then follow and attack him. Run after the real Ripper—clones disappear when you strike them!



When you take a seventh of his total damage, Ripper teleports away, and begins his series of invincible combat techniques described above. Run and dodge during this time, until clones are summoned again.



TIP



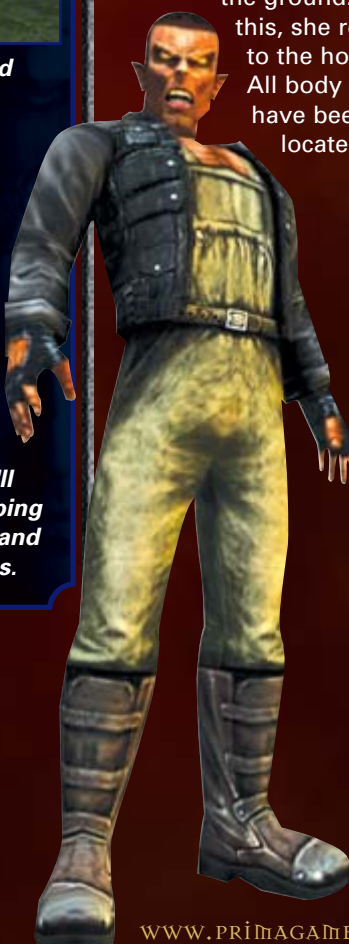
Ripper runs faster and faster as the combat progresses. To inflict damage, learn his running technique. He runs about (sometimes to the outer ring of the arena), then turns 90 degrees and runs again. Move in front of him as he turns, heading left (or right) just beforehand, and you'll get in a hit. Try a leaping kick. You must learn and predict when he turns.



Continue with the combat, with Medi-Paks on stand-by. Step in front and smack him before he turns, and leap in with a kick at the middle Ripper when the clones are summoned. Around seven attacks later, Ripper runs out of steam.



Buffy comments that her Giles isn't pushing up daisies, and moves to Cassandra's Torso lying on the ground. With this, she returns to the hospital. All body parts have been located!



THE FIRST'S LAIR

OVERVIEW

Cassandra Rayne mentioned something about Hope's Dagger, and here you are in a 12th-century castle! Keep your wits about you and prepare yourself for the final showdown. On the way to meeting a final audience with the First, check every area for a full complement of medieval hardware, including the Axe and Sword. Stockpile the Medi-Paks for the last confrontation. Good luck!

GOOD GUYS ENCOUNTERED

Buffy Summers (playable)
Spike
Xander Harris
Willow Rosenberg
Faith
Sid the Dummy
Rupert Giles

ENTITIES ENCOUNTERED

Vampire Type I
Vampire Type III
Vampire Type IV
Vampire Type V

Materani
Zombie
Bringer
The First (Ethan Rayne possession)

ITEMS FOUND

Stake
Pitchfork
Glass Jar (x3)
Battleaxe (Spike)
Torch
Key Mold
Medi-Pak
Skeleton Key
Charcoal Dust

Holy Water
Candlestick (x2)
Crossbow
Crossbow Ammo
Axe
Sundial Hand
Hell-Fire
Sword
Block of Sulfur
Gunpowder
Hope's Dagger

SECRETS FOUND

#1: Well: Enter the well on a platform.

#2: Sundial Courtyard:

Enter the door to the right of the one leading to The First's chamber.

#3: Sundial Courtyard:

Activate the sundial, enter the lower level door on the right.

UNLOCKABLES

#1: Multiplayer: Chris (Mutant Enemy)

#2: Multiplayer: Joss Whedon

#3: Multiplayer Map: Quarry

#4: Out-takes



LEGEND

- a Entrance Courtyard
- b Armory
- c Hidden Room #1
- d Corridor #1
- e Cannon Courtyard
- f Forge
- g Mill
- h Chapel
- i Moat
- j Well Courtyard
- k Sundial Courtyard
- l Hidden Room #2
- m Corridor To Secret #3, and Bridge (Lower Level)
- n Turret Tower Moveable Floor
- o Alchemist's Room
- p Dining Room
- q Secondary Dining Room
- r Storage Room (Lower Level)
- s Temple Of The First
- * **Pentagram**
- 1 Start
- 2 Fire Lantern
- 3 Mangonel
- 4 Siege Tower
- 5 Glass Jar
- 6 Glass Jar
- 7 Torch (Held by Suit of Armor)
- 8 Moveable Wall
- 9 Key Mould
- 10 Glass Jar
- 11 Chapel Door (Locked)
- 12 Cannon
- 13 Door (Locked)
- 14 Forge Fire
- 15 Charcoal Dust
- 16 Candle Stick Sconce
- 17 Holy Water Fountain
- 18 Crossbow
- 19 Gap In Wall
- 20 Fire Lantern
- 21 Well (Axe, Sundial Hand In Lower Level)
- 22 Cart
- 23 Candle Stick Sconce
- 24 Sundial
- 25 Entrance To Secret #2 (Locked)
- 26 Entrance To Secret #3
- 27 Hope's Dagger Lock
- 28 Block Of Sulfur
- 29 Mill Grindstone
- 30 Grindstone Lever
- 31 Wall Indent For Sconce
- 32 Wall Indent For Sconce
- 33 Moveable Wall
- 34 Hope's Dagger (Lower Level)
- 35 The First

FINAL FRACAS IN THE FORTRESS



The team returns with all the necessary body parts. After a dressing down from a dummy, the warrior maiden's corpse is assembled, and it glows with an inhuman light.



Cassandra is complete! She's cold, but otherwise unscathed. Ethan has chaos in his soul, and Cassandra already sees his evil tendencies. The players warp to The First's abode.



After an ancestral argument, Spike halts Ethan. Buffy explains that they are here to finish what Cassandra started. And a Slayer is most worthy to carry the only weapon to defeat the evil.



Only one can go into this fortress. Buffy strides to the main gate, after witnessing Ethan Rayne's unconscious

body disappear. The First must have a special plan for this fiend.

PLAYABLE CHARACTER:

Buffy Summers

OBJECTIVES:

#1: Find Hope's Dagger.

#2: Use Hope's Dagger to defeat The First.



Buffy has entered The First's maze of stone parapets and crenellations, and there's no turning back—the double doors lock behind you. Check either side of them for three Stakes in crates.



Quickly pick up all three. Step forward, ignoring the two sealed side doors, and wait for two vampires to leap in from either side.



TIP



These vampires block your moves, so strike with punches, then switch to low kicks to foil their plan, or step in after they attack. Stand near the small fire in the iron holder, near the right door. Push the vampires into that and they burn.

THE FIRST'S LAIR



As you move forward, past a large mangonel, two Materani attack you. Jump kick them as you run in to attack, and defeat them both.



Tour this courtyard. In the stall on the left, find a Pitchfork, with a crate and a Stake inside behind the low wall. The door at the far end, at the base of the right tower, is locked.



Inspect the end of the mangonel, and press Use near the rock. The catapult flips its payload through the air, smashing through a door on the upper platform. Don't enter this area yet—you require other items first. Don't step on the flaming stairs to reach this smashed door; leap and grab the platform so you don't set yourself on fire.

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Move to the other piece of medieval siege equipment—the tower to your right. Fight the Materani that appears from the broken door, then stop by the rear end of the siege tower.



Press the Use button to push the tower toward the right balcony. Keep going until it connects. Stop, jump onto the tower, and leap onto the stone balcony.



TIP

You can clamber on the tower, then leap and hang from the balcony, if your timing is perfect.



Turn right, and run along the balcony. Ignore the locked door at the far end, and open the one to the left of it, which swings open. Step into a castle passageway, and turn left.



Had you turned right, you'd have reached a sealed door, so continue to the corner, turn right, and tackle the incoming Materani. Ignore the door in the far left corner.



Turn right, and open the double doors. Enter the armory, and attack two vampires inside. These bad boys love to block! When they're crispy, begin a quick search.



Check the room's central column, and snag two Glass Jars sitting near the suits of armor. Grab the Battleaxe from a corner,

then check the other double doors. They're sealed.



This looks to be a dead end, until you inspect the armor holding the flaming Torch. Press Use to take it, and a secret wall flips around, to your right.



Step through the secret wall, and demolish two zombies. You can use the Torch on these rotting fiends (or even the vampires you encountered previously), but this isn't the easiest way to squish them. Belt them with the Battleaxe, or your fists.



Inspect the hidden room behind the wall, and walk out of it holding a Key Mold, another Glass Jar, and a Medi-Pak. Step to the suit of armor.



Place the Torch in the suit of armor's hand, or you can't

exit the room (the door locks). Push open the double doors, turn left, left again, and take the door on the right wall.



You're back at the first courtyard balcony. Drop down, run to the stone platform near the upper door you just open with the mangonel, and step through after pulling yourself up.



Enter an interior corridor heading to the right. Climb the steps, stomp on two crate boxes, and combat two vicious vampires. Take down both.



Turn left, head down the corridor, and give the three incoming zombies a taste of your Battleaxe. The only non-sealed door is the one in the middle of this passage, but this requires a key.



Turn left, and head down some steps. Dispatch another bloodsucker coming out of a side doorway, then take that door. The end door is sealed.



NOTE

Continue Point Reached!



You appear in a second large courtyard. There's enough time to jump down before two vampires land and attack. Finish them on the ground, or the raised entrance you appeared on. Take the Stake inside the crate in the corner.



Beckon a couple of Materani into the combat zone, and flying kick them into submission. A cannon is in the courtyard's right side. Buffy remembers her Giles lecture—this needs Charcoal and Sulfur to operate.



The rest of the courtyard has its share of gruesome areas (the hanging scaffold ahead), and locked doors (every door that isn't attached to a second one).



However, the two sets of double doors on either side wall can be opened. The one to the right leads to a grinding mill, and shouldn't be visited yet. Instead, check the left doors.



Get behind the wooden cart and push it away from the doors, then open the left one and step inside. Fight off two large vampires at the forge as you secure this room.



Once inside, check out the forge. Place the Key Mold you found in the Armory's secret room on the small plinth, then move to the right, and turn the wheel so the liquid iron pours into the mold.



The result? One Skeleton Key! You need this later, so pocket that, then check the right corner for a handful of Charcoal Dust. Now all you need is the Sulfur.



Return to the courtyard, run to the rickety steps and up to the entrance you came from. Turn left, up the steps, follow the corridor to the right, and unlock the door on the left in the middle of the passage with your new key.



You appear inside a chapel, where two Bringers live. Dodge their fireball attack, and wade in with your Battleaxe, or fists and feet. Take down both Bringers.



Inspect this area. There are two fountains to the left, and the right one produces Holy Water. Up to three bottles can be gathered, providing you picked up the Glass Jars earlier (the Jars turn into Holy Water). There is also a Gorgon venom fountain. You can make Gorgon Stakes here, which can be used to kill vampires and demons.



Approach the altar, and grab the Candlestick. This looks like a scone to be hung on a wall. You'll need this later. Exit via the doors on the right, where the second Bringer came from.



You emerge into an exterior area. A Pitchfork is to the right, and Crossbow Ammo is ahead. There is an infinite supply of these bolts, so return here to restock your Crossbow.



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Pass the door and you'll see the moat (and a Stake in a crate) on your right. Buffy is not a swimmer, so don't knock her into this water! Assault the two Materani.



Continue past the raised drawbridge to the locked doors on your left. Right of these is the Crossbow! Pick it up, and two Stakes from crates along the wall.



Return to the area where the drawbridge has been raised, and bring out your Crossbow. Enter the first-person view with your right shoulder button, and check the fortress wall ahead.



Through a hole in the wall you see machinery. Hit the cog with a single arrow, and this releases the drawbridge, allowing you access deeper into this feared citadel!



Top up your arrows at the quiver to your right after pin-cushioning the vampire that opens the two doors on the drawbridge's other side! Open the doors, and step through the drawbridge entrance. Find a crate with a Stake in here.



NOTE

Continue Point Reached!



Open the next double doors, and step onto the top of a set of stairs leading to another courtyard. Wait for two Materani to bound up the steps, and strike them down.



Descend the steps, pausing to turn left and open a Stake from a crate. Two vampires are incoming. If you're having trouble beating them,

force them into the lantern on the ground to the left.



Inspect this area. All of the doors on the ground floor are locked.



SECRET

#1 SECRET FOUND!



A set of wooden platforms let you climb onto a balcony, but first, check the well in the center of the courtyard. Jump onto it, and ride it down to a secret area. The secret is triggered when you drop.

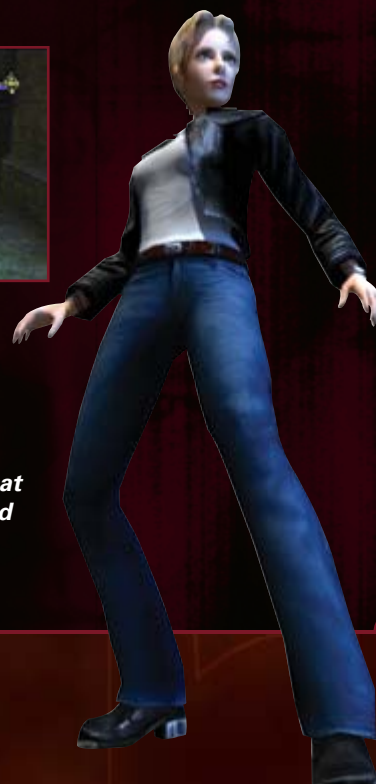


Exit the platform you stood on, turn left, and mangle the three incoming zombies. Turn around and check the corner. Grab three Stakes, a Medi-Pak, and an Axe. Move to the opposite side of this well

and locate the Sundial Hand. This is vital for entering another secret area.



With all items collected, turn and head through the doors, into a curved catacombs corridor. Slap down the three staggering zombies that rise from their slumped positions.





TIP



Bring out your Axe. It cannot be destroyed, is excellent in combat situations, and cleaves with dignity and aplomb. Use it!



Move across the courtyard, jump up the wooden collection to the balcony, run to the right, and fight the vampire that opens the tower door at the end. Defeat the bloodsucker, and head inside.



Once in the small tower chamber, turn left and grab the second Candlestick sconce from the left wall. That makes two (if this is the first Candlestick you grabbed, return to the chapel). Exit through the door opposite.



You appear in a courtyard with an L-shaped balcony around it. Drop to the ground below.



Search this courtyard. Behind you is a barred double door, and to the left are two Stakes in crates. Fight off two vampires (the bigger one may block your Axe, so Stake him when he's low on health).



A Materani also joins you. Defeat him, then check the two doors in the courtyard's far right corner. These both lead to this mission's two other secret areas.



First, check the main double doors ahead. These are sealed, but a slot to the left of the door looks like it will fit a sword. The Hope Dagger, perchance?



To the left of that is a door in the far left corner that leads to a tower chamber. Enter this area after securing both the remaining secret areas.



SECRET

#2 SECRET FOUND!



To access the door at the base of the steps underground, move to the center of the courtyard, and inspect the sundial. Take the Sundial Hand you found at the base of the well, and press Use.



This slots into place. Press Use again and the door unlocks, allowing you to enter a secret room. Here you find Hell-Fire, Holy Water, a Medi-Pak, and an excellent Sword. Return to the courtyard. There's a Stake in a crate to the right of the steps.



SECRET

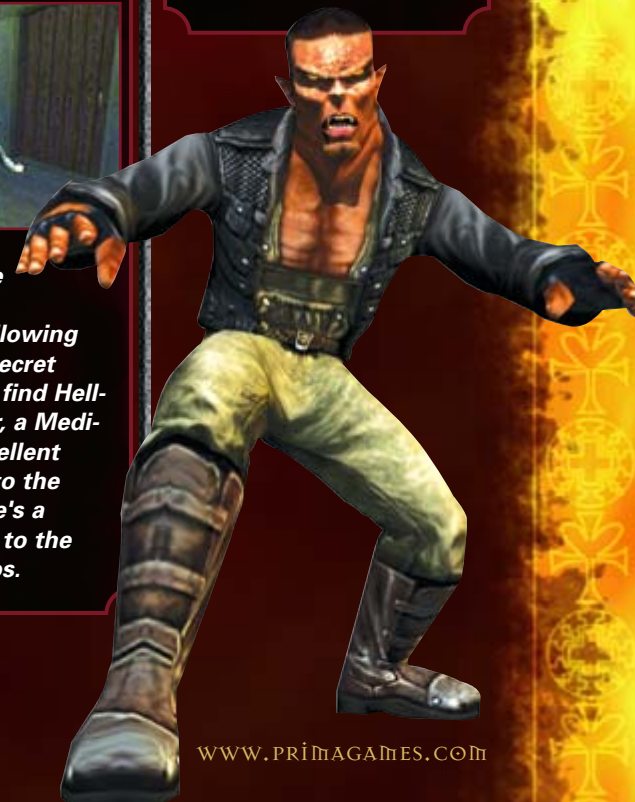
#3 SECRET FOUND!



Head through the door in the courtyard's far right corner, and move right, down the spiral stairs, taking another door to the right. The stairs continue to a second pair of locked double doors.



Open the door, smash the crate for a Stake to the right, then turn left and walk up the stairs. At the junction, ignore the stairs to the left and the two sets of doors. These are locked.





SECRET

#3 SECRET FOUND! (CONTINUED)



Turn right and engage a vampire, then climb to the top of the stairs and open the doors to the right. Smash the two vampires.



The room the two vampires were guarding is stocked with two Medi-Paks and a Battleaxe. Take these, then exit the doors. That's the game's final secret!



TIP



Get all the items from these secret rooms, and test out the Sword and the Axe to see which weapon you prefer.



Enter the large circular tower room from this courtyard. Inside, nothing appears unusual. However, if you pull out one of the large stone blocks from the wall (press Use), you hear a click.



Pull out all three blocks, and the central cog in the wooden platform loosens and unlocks. Stand in the middle of the floor, and it descends to a hidden basement area.



Exit via the only door, then hack apart the two incoming Bringers. Stake a claim to that crate near the left locked doors, then move to the end of the passage, and open the other set.



This leads to a subterranean bridge over a deadly river. Step on the Stake crate, turn left, and head to the rickety bridge. Wait for two vampires to leap in, and cleave them apart.



Step onto the bridge, and walk across the left side on the support strut. From the other side, turn right and

grab the Medi-Pak. Head left to the double doors in the corner.



You've arrived at the alchemist's laboratory. Defend against the fire throwing vampire, then search this area to find a Block of Sulfur on the far table.



You now have the ingredients to make Gunpowder, so return to the cannon. Head back to the bridge, and bash an incoming vampire. Optionally, knock him into the water!



Cross the bridge, make a left, go through the double doors, slash apart a vampire, and stand on the middle of the moving platform up to the courtyard with the sundial on it.



Leap on the cart, clamber onto the balcony. Run left to the door, through the small tower room where you found the second Candlestick, and into the well courtyard.



Drop down, and make short work of three vampires entering from the far tower. Run up the stone steps to the drawbridge area, cross it and turn left, and run to refill your Crossbow.



Take the door on your right, and head into the chapel. Make a left, then run to and open the door. Turn right, follow the corridor, head down the steps, and open the door on your right.



Drop into the courtyard with the cannon, but don't approach it yet. You need to mix the Sulfur and Charcoal. Attack the two vampires and the Bringer appearing.



Check for the double doors on the right side of the wall, and enter them, heading into the grinding mill. Turn right, and head down the stairs, pausing to attack two Bringers.



Stop at the right side of the large grinding stone. Press Use with the Block of Sulfur, and Buffy places it on the grinding block.



Move to the right, and pull the chain. This releases water that powers a large wooden wheel that moves the grinder, crushing the Sulfur into powder.



Buffy mixes the Charcoal and the Sulfur to form Gunpowder. Return to the cannon by heading up the steps, out of the door, and turn right.



Move behind the cannon and press Use. The touchpaper is lit, and a cannon ball arcs through the air and smashes the locked door ahead.



Step up to the door, kicking the bottom part of the wood so you can fit through, and step on into a catacomb corridor. There's a Stake in a crate to your right.



NOTE

Continue Point Reached!



Move toward the Bringer that you can spot, and tackle him before two more Bringers assault you. Defeat them both, turn right, and head for the far door.



Open the door, and enter the grand hall. Two Materani leap up at you. Cleave them with the Sword or Axe, leaping to the ground so combat becomes easier.



Two vampires attack you. If you're having trouble beating them, coax them into the fire, standing near it so they burn as you attack them.



With all enemies dispatched, open the Stake crate at the foot of the stairs, then inspect the three wall indents opposite the fireplace wall. The Candlestick sconce in the middle has two missing.



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Place both the Candlestick sconces on the empty brackets. Press Use while standing next to the left one. A tapestry drape lifts up above you, revealing a window.



Pull the second and third sconces, and a secret wall opens. This only works if all three are fitted and you tug them from left to right.



Enter through the secret wall into a secondary dining room. Wait to dispatch three Materani, two arriving first, followed by a third. Take the Medi-Pak from the corner table, then open the only exit door opposite the secret wall.



This leads to a dusty catacomb corridor. Pass the locked door on the left, and engage two vampires as you reach a corner. The path continues on to a crate containing a Stake.



Leap and attack a Materani that opens the double doors to the right, at the end of the corridor, and finish him and his friend as you enter a treasure room.

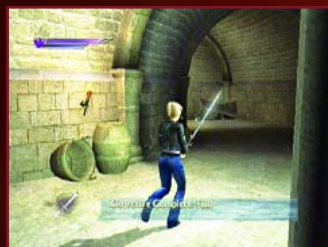


The chests are of no interest to you—only the glowing sword on the shelf. This is Hope's Dagger! A Medi-Pak is on the table in the corner of this room.



TIP

Equip this deadly weapon for the rest of your adventure; it automatically destroys vampires without stabbing them!



Enter through the single door in this chamber, into the secret passage near the well, turning right and moving to the door at the end of the passage.



Run up the spiral staircase, taking the door on the right wall out into the well courtyard. Defeat five vampires, then climb onto the balcony, and turn right.



Head through to the sundial courtyard, drop down, and move to the double doors with the sword hole to the left. Press Use with Hope's Dagger in your hands.



Buffy places the sword in the slot, and the doors unlock. Open them and enter a passageway. At the end are two sets of doors. Take the double doors.



NOTE

Continue Point Reached!



Head into a second passage, and take the double doors again, this time on your right. This leads to a large hall with three blue pentagrams on the floor. Out strides Ethan!

BIG BOSS ATTACK! THE FIRST



The First's human form is ready to battle you to the death! Ethan is powerful, and almost always invincible, so be ready with the Medi-Paks, and use Hope's Dagger above all other weapons.



Ethan receives his power from three Bringers who appear and sit inside the blue pentagrams. Your first plan of attack is to disrupt The First's energy flow by killing the Bringers.



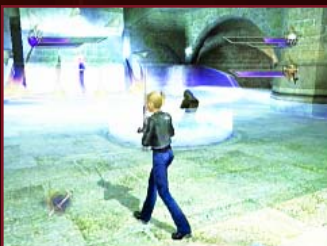
You can attack the Bringers by throwing Holy Water at them, but Hope's Dagger causes the most damage. Pick off each Bringer one by one, while avoiding The First's three attacks.



The First's first attack is a blue energy ball. Look for it and dodge, or position a Bringer in front of it so he takes the damage. Finish the Bringer yourself for a health or energy boost.



The second attack is the forming of a pentangle under you. This happens if you pause or hide behind a pillar, or stay in a slow-moving situation (such as hacking at a Bringer) for too long. Move out of this pentangle or a vertical energy bolt will strike you. This incapacitates you for two seconds, and wounds you.



The third attack is the most destructive—a wave of

energy knocks you off your feet. Watch The First's hands, and his energy shield. When it drops and turns a light brown, the wave is about to occur. Run behind the pillar to avoid being hit by this wave of destruction.



When all three pentagrams lack a Bringer, The First is vulnerable, although he still can attack with his three moves. Judge his summoning arm-waving, and react accordingly, dodging out of the way.



Run up to The First, and strike him with Hope's Dagger. No other weapon inflicts damage. When you strike with one hit, Hope's Dagger flies out of your hands, and three Bringers are summoned.



Now combat repeats. Pick up your sword (it's glowing yellow), and strike the Bringers, avoid the attacks, then strike The First again. Each time, the Bringers' health is a little greater.



TIP

You don't need to defeat all three Bringers to deactivate The First's power and allow your sword to strike him—the Bringers just need to be off their pentagrams. Strike down two Bringers, then kick a third, coax him off his pentagram, keep him alive, hit The First before the Bringer returns to his pentagram, and repeat the process. Save time with this cunning plan!



After six strong sword strikes, Ethan Rayne falls. Cassandra appears, telling Buffy that The First's evil has been dispersed, and it will be centuries before it will reform again.



Despite the revulsion, Cassandra revives Ethan before disappearing. Wheezing, Ethan collapses. The Scooby gang arrives, complete with Sid.



Willow states that the path back to reality has been

preordained, and as for Sid, he's off to a happier place. He's hoping to meet Cassandra when he finally gets there.

RAYNE STOPS PLAY



Buffy appears by Giles's side back in the hospital, with the rest of the gang warping in. The adventure was a success. This is the real hospital!



Back at The First's fortress, a withered and wretched figure crouches, hunched over, shaking furiously. It seems the power of evil may still be fighting Cassandra's eternal light force. Until next time....





MULTIPLAYER TACTICS

In the multiplayer arena, up to four players can challenge one another in up to four arenas, in one of four different modes. Below are tips for thriving in the multiplayer zone and maximizing the strengths of all the available characters.

GAME BASICS

Multiplayer is available from the game's start (although not all arenas and characters can be selected until the single-player quest has concluded). Select "Multiplayer" in the Main Menu screen. This loads all the unlocked characters and arenas you've acquired from the game that's furthest along. To learn the particular mission requirements, refer to the charts below and the ranking information in the "Secrets" section.



MODE SELECT

Mode Select lets you choose from four game types: Survival, Bunny Catcher, Slayer Challenge, and Domination.



ARENA SELECT

Arena Select allows you to choose one of four zones in which to stage your multiplayer game. Only the "Zoo" is available when you begin a multiplayer session, if you haven't completed certain criteria in the single-player game. The remaining three arenas are unlocked as the single-player game progresses. This is detailed in the chart below. You *must* score between 17 and 20 points (out of 20) for a "Slayer" rating, and between 14 and 20 points (out of 20) for a "Professional" rating. The Rating system is explained in the "Extras" section.



ARENA SELECTION TABLE

ARENA NAME	AVAILABILITY
Zoo	Immediately
Cemetery	Completion of Mission #2 with Slayer Rating
Initiative	Completion of Mission #8 with Slayer Rating
Quarry	Completion of Mission #11 with Slayer Rating

CHARACTER SELECT

After selecting the type of multiplayer match you wish to play, choose your characters from an initial roster of four (Buffy, Spike, Willow, and Xander). Plug in your extra joypads and press Start. Playing through the single-player game unlocks 21 additional friends and fiends! The remaining, "locked" characters are revealed as the single-player game progresses, as shown in the chart below.



CHARACTER SELECTION TABLE

CHARACTER NAME	AVAILABILITY
Buffy Summers	Immediately
Spike	Immediately
Willow Rosenberg	Immediately
Xander Harris	Immediately
Male Vampire	Completion of Mission #1 with Professional rating
Female Vampire	Completion of Mission #1 with Slayer rating
Zombie Skeleton	Completion of Mission #2 with Professional rating
Zombie Demon	Completion of Mission #3 with Professional rating
Tara Maclay	Completion of Mission #3 with Slayer rating
Bat Beast	Completion of Mission #4 with Professional rating
Zombie Devil	Completion of Mission #4 with Slayer rating

CHARACTER SELECTION TABLE

CHARACTER NAME	AVAILABILITY
Materani	Completion of Mission #5 with Professional rating
Psycho Patient	Completion of Mission #6 with Professional rating
Sid the Dummy	Completion of Mission #6 with Slayer rating
S&M Slave	Completion of Mission #7 with Professional rating
S&M Mistress	Completion of Mission #7 with Slayer rating
Faith	Completion of Mission #8 with Professional rating
Zombie Soldier	Completion of Mission #9 with Professional rating
Kakistos	Completion of Mission #9 with Slayer rating
Abominator	Completion of Mission #10 with Professional rating
Chainz	Completion of Mission #10 with Slayer rating
Zombie Gorilla	Completion of Mission #11 with Professional rating
Joss Whedon	Completion of Mission #12 with Professional rating
Chris (Mutant Enemy)	Completion of Mission #12 with Slayer rating



NOTE Every player can select the same character if they want. This makes the match strictly a test of your skills instead of your character's powers!

TIPS FOR EACH MULTIPLAYER MODE

MULTIPLAYER PICK-UPS

During each of the four game types, you see a question mark pop up in the middle of the playfield. These grant you a random pick-up, ranging from instant death to increased speed. The random nature of these power-ups, and the fact that some can turn the tide of the game, means that these should be gathered only by a player who is lower in score than his or her rivals. You don't want to cruise to an easy victory, then pick up a Points Swap—let the last-place competitors take a chance. Otherwise, ignore these pick-ups unless you're about to complete a match and want a final random effect to spice up the game.



TIP Use the left shoulder button "lock-on" feature so your attacks reach their target. With up to eight entities moving around the screen, the action gets manic. Make sure you're connecting by keeping tabs on your target.



NOTE Each entity falls after a pummeling. There are no special methods for defeating any character in multiplayer games; they fall when they lose their health.

SURVIVAL

Defend yourself against both human and computer-controlled enemies. The last player standing wins! Once combat begins, you and your rivals appear inside an arena, with three blue pentagrams on the ground. Each pentagram summons a random enemy from your single-player story. Usually, this results in a maximum of four enemies, as well as your rivals to contend with.



Your plan is to survive longer than your competitors. Choose a character with a lot of speed, maneuverability, and a narrow body type (a main cast member is advisable). Unless you're adept at this game mode, don't wade in with a zombie devil that's more of a target and easily hit.



Once combat begins, gain health via a random pick-up or from the spirit of a defeated enemy. With limited means to regenerate, stay out of fights rather than start them! Retreat from enemies, or let them chase you and "drop them off" at

a rival so they are overwhelmed. Attack computer-controlled enemies from behind as they attack a rival—they're easier targets and aren't harming you.

Gang up on a player rival that's being attacked. Try a secret pact between you and a friend to rid yourselves of the two other player characters before attacking each other; but watch for mutinous friends who go back on their word!





Launch a jumping kick attack at a swamped rival before backing off and letting monsters finish them. You increase your point total by striking down each enemy

for a single point. This won't make a difference to the winner, so be the last one standing!

BUNNY CATCHER

The goal is to score as many points as possible in the allotted time. Catch rabbits to score points—but watch out, different colored rabbits have unexpected effects! Read the instruction manual for full details, and focus on catching gold, then white, then red rabbits, and avoid black ones. "Catching" rabbits means letting them run into your feet. Wait in the middle "thoroughfare" between two pentagrams. Rabbits run between all three pentagrams in a triangular route, in both directions.



Don't stand too close to or inside of a pentagram. If you stand inside, you can't catch rabbits. Staying too near a pentagram means you can't react in time when a black rabbit appears. Red rabbits are also suspect, as they reduce your points to zero when you have a

commanding lead. Stand to the left or right of a rabbit thoroughfare, and step into the rabbits you want to collect.

Ignore the other two thoroughfares—they will have disappeared by the time you reach this area. This game is more hectic with four players than it is with two or three, as there are three distinct thoroughfares to patrol, and combat between players can start if there's more players than thoroughfares. Conversely, with a low number of players, each can stand and collect in a separate route.



Get around this problem by jogging to a rival and hit him or her for a reaction. Try to involve two rivals into beating on each other while you collect rabbits (hit both of them, then run away!). You waste time if you slap a rival out of health; he or she reappears after a couple of

seconds with full health. You have 97 seconds per match, so collect gold and white rabbits and avoid red ones if you're ahead.

SLAYER CHALLENGE

Player One must activate all the control points and defeat the enemies that these create. Other players can control these creatures to stop this from happening. When you begin, step onto one of the blue pentagrams, and up to four random enemies (vampires, Bringers, demons, zombie demons, zombie skeletons, and zombie gorillas) appear. Fend them off without losing all of your health. You receive a point per enemy defeated, and combat continues until all players have been defeated. The player with the most points wins.



The winner is determined not by who lasts longest, but by who accrues the most points, so attack with fury, both at enemies and rival players. Each enemy gives out a life energy ball that raises health, but only to the player who destroyed the enemy. Run in and smack down an enemy just before your enemy does!



Extend that plan of attack to rivals. This is easier as your rivals have a visible health bar. Pound on your rival if he takes on too many enemies, or get enemies to follow you to a rival who's being overrun, and jump behind him or her so both sets of

monsters attack your rival. Never attack more than one enemy—mop up another rival's enemies instead. Obviously, these tactics work better the more rivals you have.

Slayer Challenge is the only multiplayer game that can be played by a single player. This is a great way to learn the combat techniques of your five playable characters in the single-player missions. If you're having trouble completing a level, learn more attacks here. If you're after big points, choose the character with the most combo attacks, and use them before the enemies crowd you. Want infinite points? Choose Willow, stay in a corner on a pentagram, cast Shield, then Fireball anything that isn't a vampire. After two hits, everything goes down. If you see vampires, cast a Sun-Spell; it takes out every vampire at once!



DOMINATION

Capture as many control points as possible to score points. The player with the highest number of points at the end of the allotted time wins. This game is simple to learn, but more difficult to master. Within 97 seconds, you must run onto and control as many pentagrams as possible. With up to three other players all having the same plan, you may find it impossible to stay on and defend even one pentagram. Stake a claim to a particular area, and keep it.



Overstretching yourself is the key to defeat in this game, so don't waste time encroaching on another player's territory unless it is gathering more points for your rival. If you "own" one pentagram, one point per second gets added to your total. With two pentagrams, you receive two

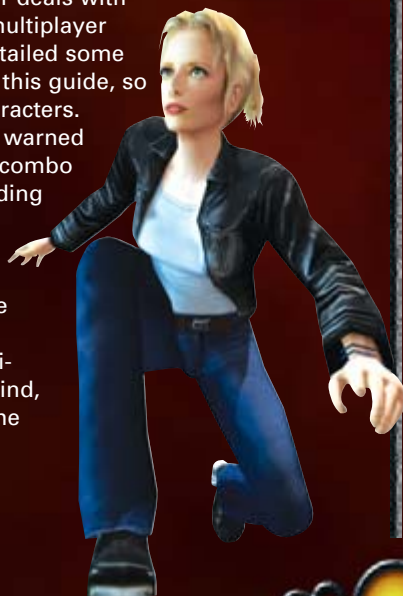
points a second, and controlling all three (an almost impossible task) nets you three points a second. Keep re-stepping on the pentagrams so they glisten with your player color.

Guard your pentagram so viciously that your opponents try for an easier target. Stand your ground, bust out some damaging combination attacks, and stay on that pentagram so your point count rises. Scamper to another pentagram only if you can defend both of them easily. Try to keep a pentagram away from where your other rivals are fighting.



TACTICS FOR EVERY AVAILABLE CHARACTER

The remainder of this chapter deals with overviews on the available multiplayer characters. We've already detailed some of these characters earlier in this guide, so refer to that for the main characters. For "monster" characters, be warned that they cannot, in general, combo any attack. They have a standing punch and kick, a moving punch and kick, and a punch and kick attack when near an enemy (and sometimes these attacks are identical). No characters can throw in multiplayer battles. With this in mind, more adept players can try the unlockable characters, while novices should stick with the initially available roster.



MULTIPLAYER TACTICS

NAME: *Buffy Summers*

STRENGTHS: *Quick, huge number of strikes*

WEAKNESSES: *Lacks power in some attacks*

NOTES: *Buffy can kick and punch her way to victory in any multiplayer game. She's quick, with a large selection of moves. Her variety of attacks and ability to strike and move quickly make her the game's strongest nonmagical entity. She shares all of these advantages with Faith. Her one weakness is that some of her attacks whittle down a foe's energy rather than severely wound it.*



NAME: *Spike*

STRENGTHS: *Attacks strike a little harder; has bigger combos than Buffy*

WEAKNESSES: *A little slow, and slightly bigger target than Buffy*

NOTES: *Spike's wider stance doesn't make him that much easier to hit; and he makes up for his lack of nimbleness with the power his attacks inflict. He can combo a four-punch attack, which is adequate for dealing with most of the enemies in these multiplayer beatdowns. Spike's a great alternative to Buffy, although the Slayer is more well-rounded in the attacks department.*



NAME: *Willow Rosenberg*

STRENGTHS: *Incredibly strong magical attacks*

WEAKNESSES: *Slow to move and strike*

NOTES: *Avoid hand-to-hand combat. Willow's punch attacks are effective but lack quickness.*

Concentrate on her Shield, Fireball, and Sun-Spell attacks—these make her invincible. Start with a Shield to prevent you from taking damage, then blast any nonvampire foe with two Fireballs. With the Sun-Spell, all vampires collapse after one attack, and there's no running out of energy!



NAME: *Xander Harris*

STRENGTHS: *Hard-hitting, combos higher than Buffy*

WEAKNESSES: *Bigger target, sometimes slow to strike*

NOTES: *A little slower than Spike, Xander's strength is his ability to use weapons. Without weapons, Xander must rely on his few combination strikes, his effective leg sweep, and brute force. Unlike Buffy and Spike, Xander cannot vary his attacks by mixing punches and kicks. He's a reasonably strong powerhouse with a four-hit punch combo.*



Buffy

the Vampire Slayer

CHAOS BLEEDS

PRIMA'S OFFICIAL STRATEGY GUIDE

NAME: Male vampire

STRENGTHS: Long jump, quick kicks

WEAKNESSES: Limited attacks and no combo strings

NOTES: When you control this vampire, it's easy to understand why most of their kind regularly

receive a busting and dusting. The male vampire's leaping ability and his quickness are adequate, but they aren't enough to overcome some combat problems, such as a lack of combos. Use the male vampire to run in and strike once before retreating, as he can use only one strike (a punch or kick) at a time. Dash around the arena, taking small bites out of the opposition. Male vampires share their attacks with the S&M slave.



NAME: Female vampire

STRENGTHS: Speed and jumping kick

WEAKNESSES: All other attacks weak, and no combo strings

NOTES: Stronger than her male cohort, the female vampire has an advantage because her jumping maneuver is a hard-kicking double-foot strike that can tear apart a zombie skeleton in one blow! Use this technique while running around the battlefield to keep away from major skirmishes and stay alive. Otherwise, the only two-hit combo the female vampire can try is a standing double-punch; all other attacks are weak and hit only once. Terrorize the arena perimeters rather than wading in. Female vampires share their attacks with the S&M mistress.



NAME: Zombie skeleton

STRENGTHS: Loses limbs but can still attack

WEAKNESSES: Severely slow and debilitating combat style

NOTES: The zombie skeleton is for the professional fighter only, or for those who want a serious handicap. Slow, weak, and launching attacks that take more than a second to hit, the zombie skeleton is difficult to use. Keep away from combat (as every other character is quicker to the punch), staying at range and launching your vomit attack, which is reasonably damaging. Otherwise, prepare to be fodder for more powerful characters. An amusing diversion.



NAME: Tara Maclay

NOTES: Tara Maclay is identical to Willow Rosenberg. Refer to her tactics.

NAME: Zombie demon

STRENGTHS: Fast, damaging attacks

WEAKNESSES: No major combos, big target

NOTES: The zombie demon, zombie devil, bat beast, and abominator all share the same bulk, frightening physique, and series of attacks. Although none of them have combo attacks, these monsters' main strengths come with their kicks. Standing and kicking produces a breath attack that's almost as powerful as Willow's Fireball. Moving and kicking enables a double kick like the female vampire, making these critters dangerous at range. Use Roundhouse arm strikes at close quarters, followed by a breath attack. Mix these up, and stay moving, and you'll have a powerful attacking beast.



NAME: Zombie devil

NOTES: The Zombie devil is identical to the zombie demon. Refer to that entity's tactics.

NAME: Bat beast

NOTES: The bat beast is identical to the zombie demon. Refer to that entity's tactics.

NAME: Materani

STRENGTHS: Fast, damaging attacks

WEAKNESSES: No major combos, big target

NOTES: Both the Materani and psycho patient are faster versions of the zombie demon, devil, bat beast, and abominator, although they are smaller and faster.



NAME: Sid the Dummy

STRENGTHS: Small size, good rotating punch combo

WEAKNESSES: All other attacks, movement, and jumping are slow

NOTES: Sid isn't cut out for dummy-on-demon combat, but he has two assets that allow him to hold his own in the battle zone. First, he's small. Many enemies must be close and stoop to fight him, limiting the types of attacks they can use. Second, when punching while moving, Sid can wail a three-hit "windmill" of rotating arms at a foe, which is impressive and strong. His kicks and standing punches are weak, and his jump is slothful. Keep Sid on the move, and hope his windmill attacks aren't blocked.



NAME: Psycho patient

NOTES: The psycho patient is identical to the Materani. Refer to that entity's tactics.

NAME: S&M slave

STRENGTHS: Long jump, quick kicks

WEAKNESSES: Limited attacks and no combo strings

NOTES: When you control this deviant, it's easy to understand why most of their kind receive a busting and dusting on a regular basis. The S&M slave is a male vampire with a bigger surface area to hit, but he has a couple of plus points: his leaping ability and his quickness.



NAME: S&M mistress

NOTES: The S&M mistress is identical to the female vampire. Refer to that entity's tactics.

NAME: Faith

NOTES: Faith is identical to Buffy. Refer to her tactics.

NAME: Kakistos

STRENGTHS: Long jump, quick kicks

WEAKNESSES: Limited attacks and no combo strings

NOTES: Kakistos is a male vampire with cloven hooves. Apply all the attacks you'd use when controlling the male vampire or slave. His strengths are his leaping ability and his quickness. However, these aren't enough to overcome some combat problems, the main one being a lack of combos. Use him to run in and strike once before retreating, as he can attack with only one strike at a time. Dash around the arena, taking small bites out of the opposition, either with moving or standing punches and kicks.



NAME: Zombie soldier

STRENGTHS: Faster moving than the skeleton

WEAKNESSES: Weak and limited attacks, no jumping

NOTES: The zombie soldier moves at twice the speed of its skeleton friend, but it still lacks any sort of combat potential. It can't jump and can only ineffectually slap its victim. The damage from its attacks are minimal. Both Punch and Kick buttons result in slow slaps that are easily blocked. The only entertaining aspect of the zombie soldier occurs when it searches for its lost head after being struck down to zero health. It's useful if you're a professional player, wanting to show your ability by handicapping yourself.



NAME: Chainz

STRENGTHS: Threatening appearance, strong attacks

WEAKNESSES: No combo strikes, large target

NOTES: Chainz, a Type III vampire, has evolved past his male vampire brethren. Pressing Up and Kick backflips Chainz out of combat and can sometimes connect. Use this to get out of a melee attack. When roaming around, the moving kick turns into a leaping strike that is excellent for hit-and-run practitioners, while the rest of his attacks (punching and kicking up close, and jumping) are not effective. Use Chainz's two extra moves to help him stay away from combo-mad players, and roam before charging and escaping again.



NAME: Abominator

NOTES: The Abominator is identical to the Zombie Demon. Refer to that entity's tactics.

NAME: Zombie gorilla

STRENGTHS: Resilient, strong attacks

WEAKNESSES: Low number of moves, easily blocked

NOTES: The gorilla is an unsubtle and brutal close-combat beast. Charge opponents and slap them down as soon as possible. The gorilla has only four real moves (a punch and roll, punch and slap, slap, and leaping strike and slap), and they must be used in close-quarter fighting to overpower an enemy. The zombie gorilla can strike before an opponent can counterattack, but this is easily foxed if you block a gorilla's attack and then strike back. Attacks from behind are favored, but get in close and strike as soon as you can.



NAME: Chris (Mutant Enemy)

NOTES: Chris is identical to Xander Harris. Refer to his tactics.

NAME: Joss Whedon

NOTES: Joss Whedon is identical to Xander Harris. Refer to his tactics.





EXTRAS

A SHORT NOTE ABOUT RANKING

You receive a ranking at the end of every level, detailing how well you did during the mission. This includes the total number of enemies you dispatched, how many continues you used, the time it took to complete the stage, and how many of the secrets you uncovered. To unlock every game secret (characters and "extras") you must total up a certain number out of 20, based on key criteria. Follow the walkthrough and uncover all the secrets to unlock everything in the game. This chapter reveals how the ranking and the extras are calculated.

RANKING EXPLAINED

The ratings system is based on "points." The cumulative total of these points per level designates your slayer's rating. The points are calculated per level in two different categories.

PART I: MONSTER DEFEAT PERCENTAGES

This accounts for up to half of your total points. Based on the level's Target Monster Dispatch Amount (TMDA), you are awarded a number of points to add to your total in percentage terms. Check both the following charts to understand how many monsters you need to defeat before you can earn the largest number of points (10).

PTS. AWARDED	OF DEFEATED MONSTERS
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More than 90%	10 points
More than 80%	8 points
More than 60%	6 points
More than 40%	4 points
More than 20%	2 points
Less than 20%	0 points

The following chart shows the TMDA of each mission. So, if you want to acquire the maximum percentage of monsters in Mission #2, you have to defeat 90 or more enemies. (90 is 90 percent of Mission #2's TMDA).

MISSION	TMDA	MISSION	TMDA
Mission #1:	34	Mission #7:	88
Mission #2:	100	Mission #8:	100
Mission #3:	71	Mission #9:	84
Mission #4:	35	Mission #10:	60
Mission #5:	55	Mission #11:	84
Mission #6:	68	Mission #12:	98

PART II: SECRETS FOUND

The remaining ten points are calculated based on the percentage of Secrets you found during each mission. Each Mission has its own number of secrets, so the percentage is different for each mission. For example, if you're playing Magic Box Revisited, you can only be awarded 0, 6, or 10 points as there are only two secrets.

PTS. AWARDED	OF SECRETS FOUND
--------------	------------------

100% of secrets	10 points
More than 70% of secrets	8 points
More than 40% of secrets	6 points
More than 25% of secrets	4 points
More than 0% of secrets	2 points
0% of secrets	0 points

MISSION	NO. OF SECRETS	MISSION	NO. OF SECRETS
Mission #1:	3	Mission #7:	2
Mission #2:	5	Mission #8:	3
Mission #3:	3	Mission #9:	4
Mission #4:	2	Mission #10:	3
Mission #5:	3	Mission #11:	3
Mission #6:	3	Mission #12:	3

PART III: LOSING POINTS BY CONTINUING

When the points for the number of enemies defeated and number of secrets found are added together, the total will be out of 20. Now points are subtracted depending upon how many times you continued during each mission. The points subtracted from your total are shown in the following table:

POINTS SUBTRACTED	CONTINUES USED
0	Zero
1	Less than 5
2	Less than 10
3	Less than 15
4	More than 15

PART IV: RATING CALCULATION

After the number of continues is factored in, the game calculates your rating. The rating is shown at the end of every level. Complete the level to receive an extra. Complete a level with a Professional rating to unlock a multiplayer map or character. Complete a level with a Slayer rating to unlock all the maps, characters, and extras for that mission.

RATING	POINTS NEEDED
Slayer	17–20
Professional	13–16
Expert	9–12
Proficient	6–8
Average	3–5
Amateur	0–2

EXTRAS REVEALED

The last option on the Main Menu screen allows you to view behind-the-scenes shenanigans during the game's creation, along with photography and artwork. Three (or four if you are playing the PS2 version) of the 15 extra cinemas are available at the beginning of the game. The remaining extras unlock throughout the game, once a certain stage is completed. By "completed," we mean to finish the mission; a high ranking isn't needed to unlock extras.

EXTRA SELECTION TABLE

EXTRA NAME	AVAILABILITY
Cast Highlights	Immediately
Cast Photo Gallery	Immediately
Joss Whedon Interview	Immediately
James Marsters Interview	Immediately (PS2)
Anthony Head Interview	Mission #1
Amber Benson Interview	Mission #2
Nicolas Brendon Interview	Mission #3
Robin Sachs Interview	Mission #4
<i>Chaos Bleeds</i> Comic Book	Mission #5
James Marsters Voice Over	Mission #6
Anthony Head Voice Over	Mission #7
Amber Benson Voice Over	Mission #8
Nicolas Brendon Voice Over	Mission #9
Robin Sachs Voice Over	Mission #10
Joss Whedon Voice Over	Mission #11
Out-takes	Mission #12